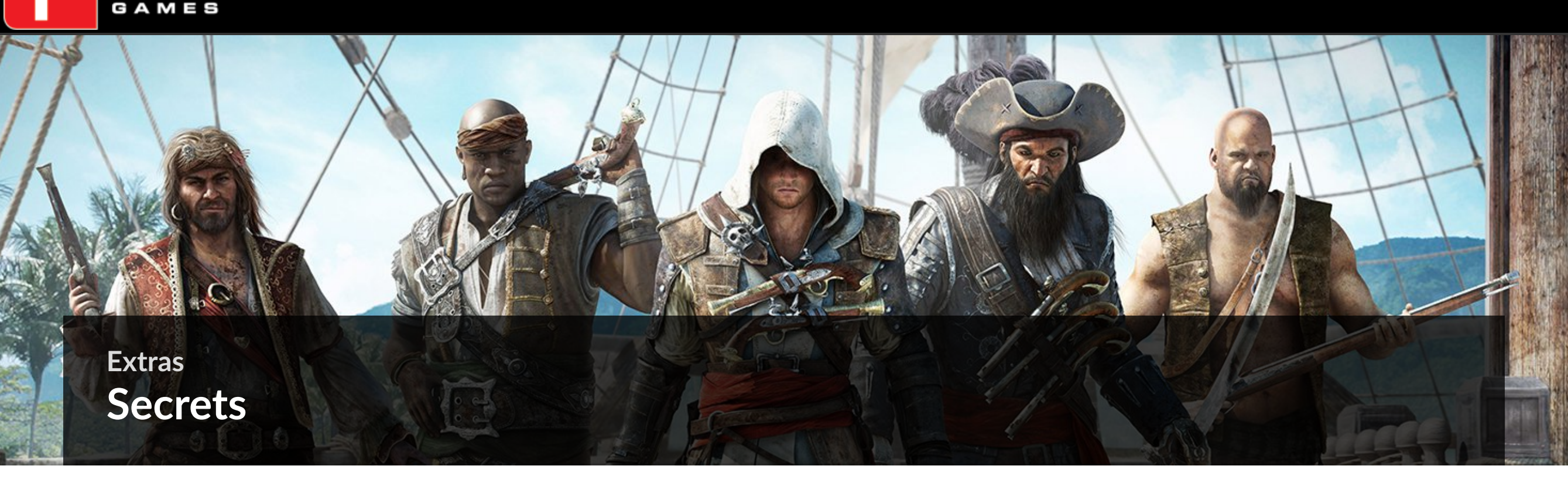

Extras

Secrets

Unlockables

This chapter offers a short recap of all secrets and unlockable extras in Assassin's Creed IV, as well as an extensive analysis of the central storyline – including hints and speculation on potential developments in future episodes...

SPOILER WARNING: IF YOU HAVE YET TO COMPLETE THE MAIN STORYLINE OF ASSASSIN'S CREED IV, DO NOT READ THIS CHAPTER. THE FOLLOWING CONTENT CONTAINS SPOILER MATERIAL AND PLOT REVELATIONS THAT WILL DIMINISH YOUR EXPERIENCE IF STUDIED PREMATURELY.

Use this checklist to identify any rewards that you have yet to unlock.

Unlockables Overview

Category	Unlockable	Availability/Unlock Condition	Notes
Equipment Upgrades	Health Upgrade I	Crafting	Ingredients: Iguana Leather x2
	Health Upgrade II		Ingredients: Deer Hide x2
	Health Upgrade III		Ingredients: Jaguar Pelt x2
	Health Upgrade IV		Ingredients: Great White Shark Bone x2
	Pistol Holster II		Ingredients: Ocelot Pelt x2
	Pistol Holster III		Ingredients: Humpback Whale Skin x2
	Pistol Holster IV		Ingredients: Crocodile Leather x2
	Pistol Ammo Pouch I		Ingredients: Wild Pig Hide x2
	Pistol Ammo Pouch II		Ingredients: Hammerhead Shark Bone x2
	Smoke Bomb Pouch I		Ingredients: Hutia Hide x2
	Smoke Bomb Pouch II		Ingredients: Rabbit Pelt x2
	Rope Dart Pouch I		Ingredients: Black Jaguar Pelt x2
	Rope Dart Pouch II		Ingredients: Crocodile Leather x2
	Dart Pouch I		Ingredients: Howler Monkey Skin x2
	Dart Pouch II		Ingredients: Killer Whale Skin x2
	Sleep Dart I		Ingredients: Black Jaguar Pelt x2
	Sleep Dart II		Ingredients: Great White Shark Bone x2
	Berserk Dart I		Ingredients: Bull Shark Skin x2
	Berserk Dart II		Ingredients: Capuchin Monkey Pelt x2
Outfits	Brown Cloak	In General Stores	1,500 R
	Pirate Cloak		6,000 R
	Crimson Cloak Outfit		3,000 R
	Privateer Outfit		5,000 R
	Pirate Captain Outfit		8,000 R
	Merchant Outfit		10,000R
	Politician's Outfit		12,000 R
	Explorer Outfit	Community challenge reward	
	Governor's Outfit	Find a social treasure	
	Officer's Outfit	Complete the Gibraltar mission in Kenway's Fleet	
	Templar Armor	Complete all Templar Hunt missions and open the cage in the Great Inagua Hideout	Reduces damage by 25%
	Stealth Outfit	Complete half of the Assassin Contracts	Reduces detection rate for guards
	Mayan Outfit	Complete all Mayan Stelae and open the secret door in Tulum	
	Edward the Legend Outfit	Uplay reward	See the final rows in this table
	Hunter Outfit	Crafting	Ingredients: Red Howler Monkey x1, White Jaguar Pelt x1
	Feline Pelt Outfit		Ingredients: Ocelot Skin x1, Jaguar Pelt x1
	Shark-Hunter Outfit		Ingredients: Bull Shark Skin x1, Hammerhead Shark Cartilage x1
	Whaler Outfit		Ingredients: White Whale Skin x3
	Altaïr Ibn-La'Ahad's Robes	Uplay reward	See the final rows in this table
	Ezio Auditore's Robes		
	Connor's Outfit		
Swords	British Cutlasses	In General Stores	800 R
	Spanish Cup-hilt Rapiers		1,200 R
	Espada Ancha		5,000 R
	Privateer Cutlasses		6,500 R
	British Colonial Cutlasses		8,000 R
	French Court Swords		12,500 R
	Pirate Scimitars		10,000 R
	Officer's Rapiers		14,000 R
	French Dress Swords		3,000 R
	Scottish Broadsword	Find three social Treasure Chests	
	Persian Scimitars	Community challenge reward	
	Pistol Swords	Complete all Assassin Contracts	
	The Blades of Toledo	Uplay reward	See the final rows in this table
Pistols	Pirate Blunderbusses	In General Stores	800 R
	Standard Wheellock Pistols	In General Stores	2,500 R
	Spanish Officer Pistols	In General Stores	7,000 R
	Cannon-Barrel Pistols	In General Stores	9,000 R
	Golden Flintlock Pistols	Complete all Naval Contracts	
	Captain Wheellock Pistols	Community challenge reward	
Tools	Blowpipe	Sequence 04, Mission 04	
	Rope Dart	Sequence 11, Mission 03	
Category	Unlockable	Availability/Unlock Condition	Notes
Multiplayer	Portrait #1	Complete 5 Abstergo Challenges	
	Emblem #1	Complete 15 Abstergo Challenges	
	Portrait #2	Complete 25 Abstergo Challenges	
	Emblem #2	Complete 35 Abstergo Challenges	
	Portrait #3	Complete 45 Abstergo Challenges	
	Emblem #3	Complete 55 Abstergo Challenges	
	Portrait #4	Complete 65 Abstergo Challenges	
	Emblem #4	Complete 75 Abstergo Challenges	
	Portrait #5	Complete 85 Abstergo Challenges	
	Emblem #5	Complete 95 Abstergo Challenges	
	Title #1	Complete 100 Abstergo Challenges	
Present	Manifesto of the Instruments of the First Will	Find all 20 Sticky Notes	
	Edward Kenway Figurine	Complete Sequence 01	See Walkthrough chapter
	James Kidd Figurine	Complete Sequence 04	
	Loreano Torres Figurine	Complete Sequence 02	
	Calico Jack Figurine	Complete Sequence 03	
	Laurens Prins Figurine	Complete Sequence 05	
	Stede Bonnet Figurine	Complete Sequence 06	
	Charles Vane Figurine	Complete Sequence 07	
	Blackbeard Figurine	Complete Sequence 08	
	Black Bart Figurine	Complete Sequence 09	
	Benjamin Hornigold Figurine	Complete Sequence 10	
	Anne Bonny Figurine	Complete Sequence 11	
	Woodes Rogers Figurine	Complete Sequence 12	
	Gentleman Edward Figurine	Complete Sequence 13	
	Templar Armor Figurine	Complete all Templar Hunts and obtain the Templar Armor	
	Mayan Armor Figurine	Find all Mayan Stones and obtain the Mayan Outfit	
	The Rebel Figurine	Complete 20 multiplayer sessions with the Rebel character	
	Lady Black Figurine	Complete 20 multiplayer sessions with the Lady Black character	
	The Mercenary Figurine	Complete 20 multiplayer sessions with the Mercenary character	
	The Duellist Figurine	Complete 20 multiplayer sessions with the Duellist character	
	The Dandy Figurine	Complete 20 multiplayer sessions with the Dandy character	
Crew Songs (Shanties)	Running Down To Cuba	Havana: shanty #1	Song Sheets (also known as "shanties") are a special kind of collectible that float away when you approach them
	Billy Riley	Havana: shanty #2	
	Bully In The Ally	Havana: shanty #3	
	Spanish Ladies	Havana: shanty #4	
	The Coasts of High Barbary	Havana: shanty #5	
	Dead Horse	Havana: shanty #6	
	Darby Ram	Havana: shanty #7	
	Randy Dandy-O	Nassau: shanty #1	
	Leave Her, Johnny	Nassau: shanty #2	
	Drunken Sailor	Nassau: shanty #3	
	Paddy Doyle's Boots	Nassau: shanty #4	
	Cheerly Man	Nassau: shanty #5	
	Good Morning Ladies All	Kingston: shanty #1	
	Roll And Go	Kingston: shanty #2	
	Hi-ho Come Roll Me Over	Kingston: shanty #3	
	The Sailboat Malarkey	Kingston: shanty #4	
	Handy Me Boys	Kingston: shanty #5	
	Stormalong John	Kingston: shanty #6	
	So Early in the Morning	Cape Bonavista	
	Whiskey Johnny	Great Inagua Hideout: shanty #1	
Category	Unlockable	Availability/Unlock Condition	Notes
Crew Songs (Shanties)	Wild Goose	Great Inagua Hideout: shanty #2	Song Sheets (also known as "shanties") are a special kind of collectible that float away when you approach them
	Fish In The Sea	Salt Key Bank	
	Captain Kidd	Grand Cayman	
	The Rio Grande	Cat Island	
Great Inagua Hideout Upgrades	Harbormaster	Purchase this upgrade in the harbor for 500R	The harbormaster shop is unlocked in the harbor
	Tavern	Purchase this upgrade in the harbor for 3,500 R	The tavern is unlocked in the harbor
	General Store	Purchase this upgrade in the harbor for 700 R	The general store is unlocked in the harbor
	Brothel	Purchase this upgrade in the harbor for 15,000R	You can hire dancers for free anywhere in the Caribbean
	Camp Fire	Purchase this upgrade in the harbor for 7,000 R	
	Manor – Facade	Purchase this upgrade inside the manor for 6,000 R	Cosmetic upgrades
	Manor – Tower and Gardens	Purchase this upgrade inside the manor for 18,000 R	
	Manor – Guest House	Purchase this upgrade inside the manor for 40,000 R	
Pieces of Art (inside the Manor)	Bat-Nosed Figurine	In General Stores	500 R
	Deity Figurine		800 R
	Eagle Figurine		1,000 R
	Earth Monster Relief		1,125 R
	Taino Bust		1,300 R
	Bust of a Water Deity		1,500 R
	Jar with Ritual Scene		1,750 R
	Maize Deity		1,900 R
	Pectoral Disk		2,100 R
	Pedestal Bowl		2,250 R
	Seated Zemi Figure		2,400 R
	Standard Bearer		2,500 R
	Tripod Vessel with Date Glyph		2,650 R
	Triptych		2,700 R
	Vulture Vessel		3,000 R
	Baroque Guitar	Kenway's Fleet	Oporto mission
	Beaver Pelt		Quebec mission
	Bracelet		Charleston mission
	Cabinet		St-Malo mission
	Chalice		Veracruz mission
	Clock		New York mission
	Commode		St John's mission
	Turkish Copper Field Flask		Marseille mission
	Drum		Casablanca mission
	Merry Company		London mission
	Goa Stone Container		Lisbon mission
	Head of an Oba		Luanda mission
	Jar with Four Faces		New Orleans mission
	Joined Armchair with Cushion		Boston mission
	Kast Cupboard		James Town mission
	Map of the World		Canary Islands mission
	Mirror Back		Monte Video mission
	Oboe		Galway mission
	Nymphs By A Fountain		London mission
	Vanitas Still-life		Gibraltar mission
	Harbour Scene at Sunset		Brest mission
	The Burning of the "Royal James" at the Battle of Solebay		Galway mission
	An English Ship in Action with Barbary Vessels		Bristol mission
	Saint Jerome as Cardinal		Brest mission
	Yoke-Form Vessel		Salvador mission
	Scherer's 1700 Globe		London mission
	British Silver Teapot		Quebec mission
	Silver Two-handed Bowl		Philadelphia mission
	The Flight into Egypt		Dakar mission
	Trumpet		Rio de Janeiro mission
	Violoncello		Canary Islands mission
	Whydah Gally-style Bell		Barcelona mission
	Wooden Term Statue of St. Adrian		St-Malo mission
	Wooden Term Statue of St. Livertin		Bissau mission
	Parade Helmet à l'Antique		Cape Town mission
Category	Unlockable	Availability/Unlock Condition	Notes
Ship Models (inside the manor)	The Jackdaw	Get the Jackdaw	See Walkthrough chapter
	Nosso Senhor da Compreensao	Take the helm of the "Nosso Senhor da Compreensao"	
	The Revenge	Take the helm of "The Revenge"	
	Queen Anne's Revenge	Take the helm of the "Queen Anne's Revenge"	
	The Eldorado	Take the helm of "The Eldorado"	
	Spanish Gunboat	Sink a Spanish gunboat	
	Spanish Schooner	Sink a Spanish schooner	
	Spanish Brig	Sink a Spanish brig	
	Spanish Frigate	Sink a Spanish frigate	
	Spanish Man o' War	Sink a Spanish man o' war	
	English Gunboat	Sink an English gunboat	
	English Schooner	Sink an English schooner	
	English Brig	Sink an English brig	
	English Frigate	Sink an English frigate	
	English Man o' War	Sink an English man o' war	
	El Impoluto	Sink "El Impoluto"	
	HMS Prince	Sink the "HMS Prince"	
	La Dama Negra	Sink "La Dama Negra"	
	Brothers in Arms	Sink the "Brothers in Arms"	
Uplay Rewards	Wallpaper	Purchase for 10 through Ubisoft's Uplay service	-
	Edward the Legend Outfit	Purchase for 20 through Ubisoft's Uplay service	
	The Blades of Toledo + Multiplayer Customization Items	Purchase for 30 through Ubisoft's Uplay service	
	Elite Wheel, Elite Sails and Elite Figurehead for the Jackdaw + Multiplayer Customization Items	Purchase for 40 through Ubisoft's Uplay service	
	Multiplayer Customization Items	Redeem a Uplay passport	
	Altaïr Ibn-La'Ahad's Robes	Have Uplay data from one previous Assassin's Creed game	
	Ezio Auditore's Robes	Have Uplay data from two previous Assassin's Creed games	
	Connor's Outfit	Have Uplay data from three previous Assassin's Creed games	

Cheats

Completing Abstergo Challenges unlocks cheats as you pass certain milestones. You can activate cheats from the pause menu, via the Abstergo Challenges option. Note that game progress is not saved while cheats are active.

Cheats

Challenges Completed	Reward	Effect
10	Cheat #1: Celestial Navigation	Enables you to lock the day-and-night cycle to a single setting: dawn, day, sunset or night.
20	Cheat #2: Arrr Matey!	Fills Kenway's speech with clichés from pop-culture pirate lore.
30	Cheat #3: No Quarter	Neither Kenway nor the Jackdaw regenerate health.
40	Cheat #4: Scourge of the Seven Seas	Maximizes your Wanted Level, which causes Hunters to constantly come for you.
50	Cheat #5: Loaded to the Gunwale	Makes Kenway perpetually drunk.
60	Cheat #6: Poseidon's Will	Enables you to lock the ocean's wave intensity to a single setting: no waves or epic waves.
70	Cheat #7: Dead Men Tell no Tales	Kenway and the Jackdaw take no damage.
80	Cheat #8: Shiver Me Timbers!	Morphs all enemies into Rabbids.
90	Cheat #9: Armed to the Teeth	Kenway and the Jackdaw have unlimited ammunition.
100	Cheat #10: Deceased Crew	This cheat populates the Jackdaw with a skeleton crew.

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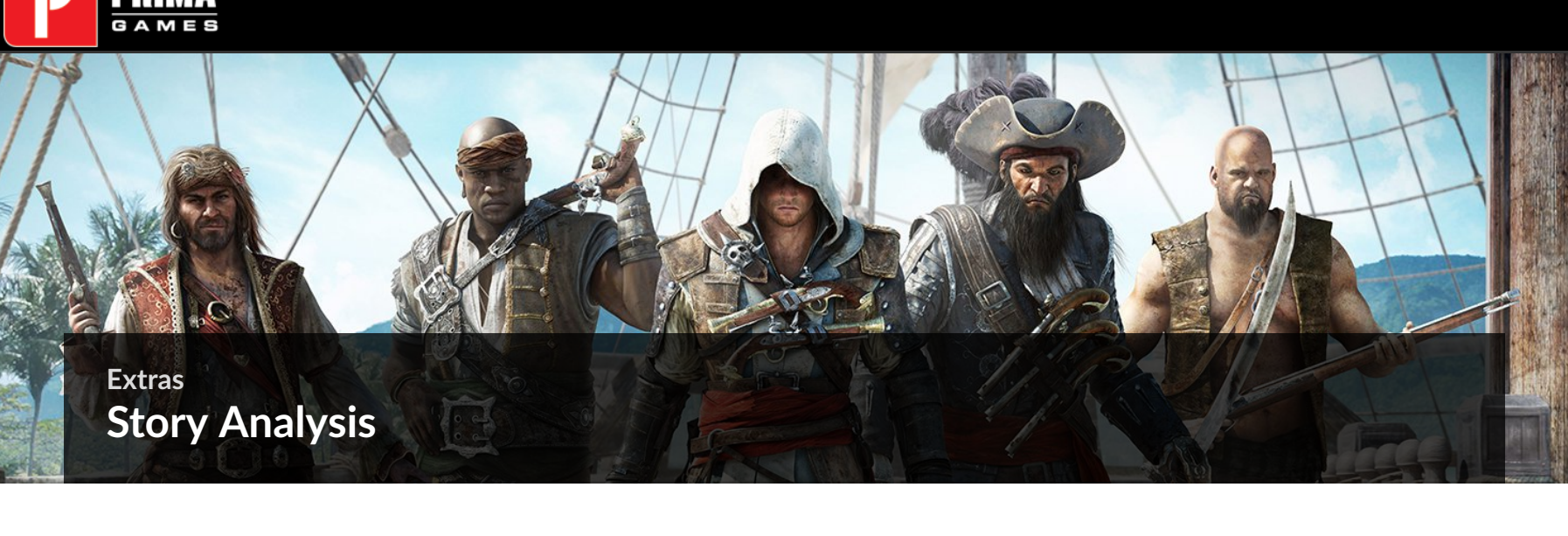


Extras

Story Analysis

In this section, we take a look at plot developments that may have a bearing on the overarching storyline that began with Desmond in the Abstergo laboratory at the start of Assassin's Creed. Browsing the series recap may help to fill in a few blanks or refresh forgotten details before you continue.

SPOILER WARNING! In addition to presuming a high level of Assassin's Creed knowledge, the following content contains brutal Black Flag spoilers – not to mention countless attempts to second-guess developments for future episodes in the series.

What is the origin of the new Animus technology employed by Abstergo Entertainment?

Fully exploring all present-day sections of Black Flag leads to revelations concerning the history of the Animus project, and the existence of Abstergo's Surrogate Initiative. These are witnessed via surveillance footage (and one personal recording) recovered from the home of Warren Vidic, long-serving director of the Animus project, following his death during the events of Assassin's Creed III.

To answer this question, a recap of these "secret" events is necessary.

A small Abstergo R&D program established during the early 1980s as an offshoot of the preexisting Animus project, the Surrogate Initiative was led by a scientist named Aileen Bock. It is worthwhile to note that Aileen had no direct affiliation with (or, we are led to understand, awareness of) the company's true nature as a front for the Templar Order.

At that point in time the core Animus team, led by Warren Vidic, sought to use the technology to explore the embedded ancestral memories of living test subjects: a familiar concept central to the Assassin's Creed storyline to date. Having individuals experience specific moments in the lives of their own forebears was viewed as the most direct and promising application of the Animus hardware. It certainly appeared to offer the most immediate and valuable results. One of the principal benefits, we learn, was that the brain of each test subject somehow contributed to the mechanical procedure of Animus usage, enabling Vidic and his technicians to easily record a detailed audiovisual representation of their experiences for later analysis. For Templars seeking hidden First Civilization artifacts and long-lost information, this had very obvious applications.

By contrast, Aileen Bock's Surrogate Initiative was an attempt to develop processes whereby a test subject could explore memories present in a genetic sample taken from another person entirely. This approach was fraught with technical difficulties and practical drawbacks. It was quite clearly physically exhausting, even intensely painful, and often led to active physical participation during the experience, an alarming form of "acting out" from the test subject. It was a far cry from the serene repose of a more conventional Animus experience.

Aileen's small team struggled with the limitations of then-contemporary computing technology. The nascent Surrogate Initiative tech could not exploit the primary boon of the main Animus program – using the brain of the Animus user to process each session into an easily interpreted data stream – and so her team was forced to decode the information they obtained through 1980s computer hardware. With periods of immersion most accurately measured in seconds – at best, barely minutes – the results were far from spectacular, and markedly less impressive than the triumphs of Vidic's team. It would take hours to process a simple audio feed; a visual representation of events could take months to generate.

The technology was also hampered by issues relating to bloodlines and compatibility. At this embryonic stage, it was not possible to utilize a sample from a random source. Aileen, as both project lead and primary test subject, used genetic material taken from her son. Even with their relatively high level of compatibility, her connection to the memories was tenuous and altogether fleeting. It is suggested that the prospect of experiencing memories from a separate lineage seemed to be a frustratingly remote possibility.

Granted a scant fraction of the funding and resources offered to Vidic, Aileen's project was viewed as an R&D curio: an interesting future technology. By sheer chance, however, these experiments exposed her to a momentous event in the life of her son's paternal grandmother – Aileen's husband's mother – that contained a reference to what we can assume to be a First Civilization artifact. This provided the Surrogate Initiative with a significant boost in funding from Abstergo's Templar hierarchy, with instructions to explore the promising memory strand with care. This was a development that Aileen met with both delight and quite understandable incomprehension.

Aileen's rising star (and complications in the main Animus project) aroused the cupidity of Warren Vidic. Having maintained a close eye on his potential rival via hidden surveillance for some time, the Templar worked to undermine a new rival while ostensibly providing support. Desperate to secure meaningful progress, Aileen pushed too hard, too fast, and experienced a memory in which her "subject" was tortured. This sensory input was so vivid, so profound, that it caused her irrevocable harm – and led to her immediate, permanent departure from Abstergo.

Though the accounts and insights offered by Vidic's footage end with this final development, it can be safely assumed that the Surrogate Initiative continued under his direct auspices following Aileen's accident. Absorbed into the main Animus project, but probably long maintained as a subordinate branch of research, years of parallel development enabled technicians to gradually overcome the most challenging technical and health-related considerations. Simultaneously, incredible advances in processing and storage technology would transform Aileen's pioneering work from a raw and risky concept to an inevitability.

Why didn't Abstergo use the new Animus technology with Desmond after his initial capture?

As Abstergo Entertainment are so close to the launch of the consumer Animus, it's clear that the technology must have existed as an advanced prototype for some time – certainly before the kidnapping of Desmond. In the context of the broader Assassin's Creed storyline, some may believe that this begs an obvious question: why enjoin a reluctant captive to reveal ancestral secrets, when you could instead employ a small army of researchers? Indeed, why kidnap anyone at all, when a stolen genetic sample might suffice?

The probable answer is that the technology simply wasn't ready. But the influence of Warren Vidic may also have played a part.

It's highly likely that Vidic favored the classic Animus technology because it offered convenience… and control. The ability to skip the process of sequencing and processing genetic data was an obvious perk: at the time of the first Assassin's Creed storyline, Vidic was tasked to locate Altaïr's Piece of Eden within a demanding deadline. More pertinently, though, this style of genetic interrogation accorded him with an eminent political position within Abstergo and the Templar Order. Rather than see credit dispersed through a large team and management structure (as was in place for Abstergo Entertainment), Vidic could claim personal prestige for each development.

After Vidic's death in late 2012, it is likely that his power base within the Animus program fell apart. With that, factions within the company that favored a more distributed approach to genetic data analysis gained an irresistible momentum.

Though Abstergo Entertainment existed before Vidic's demise, its role as the unrivalled driving force in Templar ancestral memory acquisition and research is a very recent development. This fact is underlined by the secret data files that provide information on Desmond Miles's autopsy inside the Grand Temple. These serve to confirm that Abstergo scientists did not take genetic samples during his original stay in captivity.

This also explains the switch in nomenclature used by Abstergo to describe Desmond. As a test subject in the classic Animus project, he was Subject 17. As genetic material digitally sequenced and processed for use by Abstergo Entertainment, he – or more specifically, his genetic legacy – is Sample 17.

What is Abstergo Entertainment? And what do the Templars hope to achieve with this new division of their corporate empire?

Abstergo Entertainment is a subsidiary launched to exploit the commercial potential of a feature-limited consumer iteration of the Animus technology. This device enables users to take part in full-immersion experiences that are patched together from real lives via genetic memories, carefully edited and processed for popular consumption.

On a day to day basis, Abstergo Entertainment researchers – such as the mysterious, unnamed "player character" during the present-day section of the story – are delving into ancestral memories from Sample 17 to identify footage that can be adapted into Animus software. It is made clear that Abstergo technicians can then work with this data and process it into a cohesive entertainment experience. Sensitive information is excised, indelicate material expunged, and even principal "actors" can be replaced with more commercially appealing physical form.(Tellingly, memos discovered during hacking sequences reveal that Sample 17 candidates such as Altaïr, Ezio and Connor – all essentially lifelong Assassins – were appraised and dismissed as poor choices for Animus adventures.)

Though rewarded with outstanding financial packages, Abstergo Entertainment staff consent to draconian contractual obligations as a mandatory condition of employment. As we see during Assassin's Creed IV, certain stipulations enable the company management to imprison and even drug employees without prior notice, or access to legal recourse. In return for this voluntary revocation of individual liberties, employees gain the opportunity to work with the most revolutionary entertainment device in the world: to be on the ground floor, so to speak, prior to its worldwide launch. It's clearly an exhilarating place to be – and the small print be damned.

Most employees do not come into contact with sensitive material, especially genetic memories that pertain to Templars, Assassins and the First Civilization. For those who do, it's clear that Abstergo's Templar management have protocols and measures in place to ensure that such individuals do not break non-disclosure agreements. No matter how this is achieved (and we could clearly speculate for hours), one thing is certain: it works.

This brings us to the deeper purpose of Abstergo Entertainment.Whereas the original Animus program restricted Templar researchers to a single subject exploring one life at a time, this new (almost industrial) methodology facilitates the use of dozens, perhaps hundreds of researchers working on individual genetic memory portions.

Fundamentally, the Abstergo Entertainment office that we explore in the present is a data farm designed to yield a very specific harvest. Memories that concern First Civilization technology and valuable intelligence on the history of the Templar versus Assassin conflict? That's the wheat. Everything else is chaff. And the ingenious thing is, it's the chaff that the Templars intend to sell to the world.

The consumer Animus hardware itself could also be a Trojan horse, its apparent function concealing a more directly insidious purpose. For the Templars, mass-market penetration of the device could present a number of intriguing possibilities:

- On a basic level, the monitoring of users is a plausible (indeed, elementary) application. Propaganda is another possibility. If common-or-garden television could be regarded as a powerful agent for reinforcing and exploiting the false consensus effect, pluralistic ignorance, or other forms of widespread cognitive bias, just imagine the persuasive power of a full-immersion virtual-reality experience. With the right kind of material, a little subtlety could go a long way.
- In early Assassin's Creed episodes, Abstergo aspired to launch a satellite with a Piece of Eden (a First Civilization device with the capability to control human minds, or alter their perception) on board, with a view to exerting global influence. What could they achieve with a must-have Animus device in the majority of homes in all developed nations?
- Naturally, revenue accrued from the launch of such staggering hardware would be a global sensation, generating a quite colossal revenue stream. Even as a broadly linear (perhaps passive) experience, the bowdlerized Animus offered to the general public would facilitate sensations and experiences that would make contemporary forms of entertainment seem akin to a ball and cup. The modern Templar Order is, unmistakably, an incredibly wealthy organization – but world domination (though some, naturally, would argue "salvation") is an expensive line of business.

Why is Abstergo releasing the Animus technology, and using the official hardware name?

Due to the intensely valuable nature of the proprietary Animus technology, we can confidently state the mass-market device of the same name, poised for release at the end of Black Flag, is but a pale shadow of the true hardware. In all likelihood, it may be little more than a box running software designed to facilitate playback and an overall user experience from data streamed directly from the Abstergo Entertainment "cloud".

As for the use of the Animus name as a brand, it's quite a masterstroke. Effectively, Abstergo are hiding their technological advances in plain sight. The few souls who might have whispered darkly of leaked information and conspiracies concerning the Abstergo corporation and its Animus technology can more readily be dismissed as lunatics, luddites or trolls.

The Animus is not a secret technological advance exploited by agents of an aeonian global conspiracy – it's a bleeding-edge piece of entertainment technology. Obviously.

Who – and what – is the Sage?

We all witnessed the twist, so let's not be coy: the Sage and John from IT are both incarnations of Aita, a First Civilization entity, and Juno's husband, who is somehow experiencing a succession of recurrent existences in human form. Before we discuss the broader implications of this development, it's worthwhile to look back at the narrative path that led to this revelation.

Early in Edward Kenway's story, during his rather artless attempt to infiltrate the Templar ranks for a quick, opportunistic profit, it's easy to assume that the Sage is, if not an august soul possessed of great wisdom, at very least some form of mystic savant. As the existence of the Observatory is revealed by Laureano Torres, a conversation between the leading Templars first suggests that the Sage, though flesh and blood, is an entirely uncommon individual.

Woodes Rogers:"Do we know its [the Observatory's] whereabouts?"

Laureano Torres:"We will soon. For in our custody is the one man who does. A man named Roberts, once called a Sage."

Julien du Casse: "It has been forty-five years since anyone has seen a true Sage. Can you be sure this one is authentic?"

Laureano Torres: "We are confident he is."

Woodes Rogers:"The Assassins WILL come for him."

In the events that follow, though, we find that this Sage, Bartholomew Roberts, is a creature far divorced from our expectations. When Assassins launch an attack to free him from the grasp of the Templars, he slays an aspirant Brotherhood savior without a flicker of compunction. Roberts, we find, has little time for Templars and Assassins alike. As the story progresses, we gain a clear sense that Roberts is an amoral, murderous, slavemongering bastard.

And this is where it gets really interesting.

James Kidd delivers Kenway to the heart of an ancient temple, where the pirate is astonished to observe the face of Bartholomew Roberts set in stone. The sculpture is clearly hundreds of years old. Through this, we finally understand how Assassins and Templars, in Kenway's age, have a clear understanding that a Sage of this precise visage appears at regular intervals.

Ah Tabai:"The statue in the temple. Was that the man you saw in Havana?"

Edward Kenway: "Spitting likeness, aye."

Ah Tabai: "It seems another Sage has been found. The race for the Observatory begins anew."

When Kenway's persistence (and his quixotic campaign to obtain the fortune and glory that he imagines the Observatory might bring) leads to an unlikely alliance, Roberts extends the favor of a glimpse inside the First Civilization site before his double-cross…and the following candid admission:

"I was born with Memories of this place. Memories of another time entirely, I think. Like a… like another life I have already led."

When Kenway finally catches up with his man towards the end of the story, the dying Roberts is even more frank:

Bartholomew Roberts: "You're a stoic, then! Perhaps I was wrong about you. She might have had some use for you after all."

Edward Kenway:"She? Of whom do you speak?"

Bartholomew Roberts: "She who lies in wait. Entombed. I had hoped to find her, to see her again. To open the door of the Temple and hear her speak my name once more. Aita…"

Edward Kenway: "Talk sense, man."

Bartholomew Roberts: "I was born too soon, like so many others before."

The present-day revelation that John from IT is another recurrence of Aita enables us to draw a few plausible conclusions:

- The Sage is one man: Aita, Juno's husband.
- Aita is born in human form at regular intervals, perhaps every 40 to 50 years – in Kenway's time, at least.
- Born to different parents, and, presumably, in different locations, he always has the same facial features.
- Aita has a reasonably clear recollection of his life from tens of thousands of years before, but does not appear to be experiencing a continuous existence: he always begins each life in the same state.
- Above all else, Aita professes to be driven to find Juno – by whatever means necessary.

Though both Roberts and John from IT are decidedly unsympathetic characters, the character of Aita is fascinating. He is a First Civilization mind trapped in what, to him, is an alien mind and body, surrounded by a civilization founded by creatures that his kind created as slaves.

What is the science behind the cyclical recurrence of the Sage? What causes Aita to be reborn?

Aita himself, in his "John from IT" existence, gives a clue that can help us to venture an answer to this question:

"It was her Juno's experiment that made it possible for my rebirth as one of… these things."

From her conversations with Desmond in Assassin's Creed III we know that Juno led a bioengineering project: one of the six "methods of salvation" explored by the First Civilization prior to the Catastrophe. She claims that Aita, her husband, volunteered as a test subject. When a failed experiment left him in a catatonic state, with no hope of a cure, she chose to end his suffering by her own hand.

We also understand that the First Civilization attempted to preserve their genetic lineage via an interbreeding program with their human creations: another admission by Juno, this time at the conclusion of Brotherhood. It's by this process that individuals with a high concentration of First Civilization genes (such as Desmond and his ancestors) can access the power of the so-called Eagle Vision. Even though Juno actually dismisses this as a pale reflection of the full "sixth sense" possessed by her kind, we learn that this capacity is latent in all humans.

Though First Civilization technology is clearly capable of feats that might seem fantastical, we are reminded by Bartholomew Roberts that it is grounded in advanced science. Consider his choice of words to an astonished Edward Kenway after the latter first witnesses the use of the Crystal Skull:

"Every mechanism that gives this device its light is a true and physical thing. Ancient yes, but nothing supernatural or strange."

The continued existence of Juno (and digital afterlife of Subject 16, with her guidance) proves that transcendence – the transfer of a mind from one vessel to another – is entirely plausible as a technology. The story of the Observatory and Crystal Skull also make it clear that the mechanical processes embedded in human DNA, a critical element of the Assassin's Creed story, do not simply record the existence of each individual: there are clearly other, hitherto untold applications.

Considering these facts leads to an irresistibly plausible conclusion: that prior to his death in her time, Juno duplicated and "planted" Aita – in the form of data that contained his memories and unique physical form – into human DNA during the First Civilization's interbreeding project. When certain conditions are met, which will statistically happen at semi-regular intervals, Aita is born again. He is a cuckoo's egg placed in the human genetic nest – a remarkable feat of brood parasitism by his long-lost wife.

After the Toba Catastrophe (a real-world theory that, at least in part, inspired the fictional Catastrophe that led to the extinction of the First Civilization) over 70,000 years ago, it is estimated that the population of Homo sapiens in Africa fell to between 1,000 and 10,000 breeding pairs. In the context of the Assassin's Creed storyline, this provides the basis by which the latent "potentiality" of Aita could have spread around the world.

In the early 1700s, during Kenway's story, the world population is estimated to have been in the order of 650 million. At this time, the Templars suggest that a Sage is found approximately every 40 to 50 years. The world population in 2013, however, now exceeds 7 billion. If there is any truth in our proposed theory for the dissemination of each Aita throughout history, it is possible that there could be multiple iterations of Juno's long-lost husband in existence during the present-day storyline. It could be that John from IT had a number of twins out in the world – or exceptionally loyal accomplices…

Is Aita aware of his previous human existences? And if not, how does he know so much about the history and practical realities of a civilization far different to his own?

What Aita experiences each time he arises is not reincarnation, or metempsychosis: these suggest a continuity of soul or awareness. It is, in the plainest explanation, a "respawn": a mind and body that always begins in the same state. All he ever remembers at the beginning of each new incarnation is his original life as Aita, husband of Juno.

That said, every Aita is inevitably a little different to the last. Even though he has the same physical form and memories, he arrives to different parents in another part of the world, and is informed by a life of different experiences. Who can say how many recurrences have died during or shortly after birth, or due to disease, starvation or violence, long before they could hope to approach the Observatory?

How can Aita (especially as Bartholomew Roberts, a man living in the 18th century, far from the Information Age) possess knowledge such as the existence of the guardians of the Observatory, the fact that the Observatory is now 80,000 years old, or the minutiae of the roles played by the secretive Assassin and Templar factions? Assuming that he always begins as a tabula rasa other than his original Aita memories, there must be some other means for him to acquire knowledge – a way for him to bridge the gap between his first existence, and each of his isolated secondary existences over time.

One explanation is that Aita, though perpetually cursed with a blank awareness of the milieu he is born into, is nonetheless possessed of sufficient wit and industry to locate First Civilization sites close to his place of birth. After all, he can hardly have attempted to reach the Observatory in every incarnation. Prior to the European colonization of the Americas and advances in naval technology and techniques, it's not as if he could just charter a ship to the Caribbean. It may be that his most successful existences brought him into contact with First Civilization technology or recorded information that enabled him to learn more about the world. Not everything – but enough.

Another possibility to consider is that, though Roberts and John from IT profess to have not seen or heard Juno, this does not mean that she has not seen Aita. Has she somehow steered her husband in accordance with her grand machinations? This would certainly be in keeping with the character we witnessed in Assassin's Creed III.

A third likelihood is a composite of the above explanations, but with the added twist that Aita was not just cast adrift into the human bloodstream. Instead, he and Juno devised a clear plan beforehand. He is, at least to some extent, aware of her intentions, knows that she safely exists somewhere in the world during his every resurgence, and will one day be reborn. Perhaps they discussed the practicalities of the lives that would lie ahead of him, recurring within the ranks of humans. He and Juno could easily have identified First Civilization sites all over the world that only he would know of, and could use as "dead drops". In every successful incarnation, he could visit the site closest to him and leave messages and items to gradually expand the knowledge of the Aitas who would follow. This would enable subsequent iterations to exploit clues left by their forebears, and gradually accumulate a large body of knowledge.

The final theory is substantiated by a comment from John from IT just after the postponed return of Juno, and moments before he was killed by security guards:

"I envy you! It was her wish that I be here to greet her."

Regardless of his background, the act of seeking, discussing or researching anything relating to the First Civilization has clearly brought each Aita into contact with Assassins and Templars. They are, after all, moths drawn to the same flame. Whether offered voluntarily, inadvertently revealed or confessed under duress, he might have disclosed information that has stoked the fires of the conflict between the two factions. We see him make fairly candid admissions to Edward Kenway in the past, and the unnamed Abstergo researcher in the present. This could mean that a significant sum of Templar and Assassin knowledge of the First Civilization and its technology might actually have been disseminated by Aita himself over 80,000 years.

What did Aita hope to achieve in the Observatory, or by using the Crystal Skull? How could he use the device to find Juno if he didn't have her blood?

His declared motive was to locate Juno. The disappearance of the First Civilization blood vials indicates that his visit had another purpose. After many presumed attempts, it is suggested that this was his first time inside the building in human form.

After the death of Roberts and the later confrontation with Laureano Torres in the Observatory, Kenway and Ah Tabai have the following conversation:

Ah Tabai: "We will seal this place, and discard the key. Until another Sage appears, this door will remain locked."

Edward Kenway: "There were vials when I came here last. Filled with the blood of ancient men, Roberts said. But they're gone now."

Ah Tabai: "Then it's up to us to recover them. Before the Templars catch wind of this."

Who took the blood vials? Given that Torres and most of his men were slaughtered in the chaos that accompanied the activation of the Observatory's security system, it's a fair bet that Roberts had spirited them away earlier. But where? And to what end?

If we jump back to the moment when Roberts and Kenway first enter the Observatory, there is an exchange that offers a clue:

Edward Kenway: "More blood vials."

Bartholomew Roberts: "Yes. These cubes contain the blood of an old and ancient people. A wonderful race, in their time."

Edward Kenway: "The more you talk, man, the less I understand."

Bartholomew Roberts: "I don't expect you to. Only remember this: the blood in those vials is not worth a single reale to anyone anymore. It may be again, one day. But not in this epoch."

It could be that, with the right technology, the vials of blood can be used to revive former First Civilization minds – perhaps to transfer a "save state" to a new (and presumably human) vessel. The disappearance of these vials rather corroborates their status as objects of great potential value.

It is also an event that reinforces the possibility that Aita is not motivated solely by a desire to be reunited with his lost wife, and is playing an arranged role.

How does the Crystal Skull device found in the Observatory work? What is its purpose?

This new plot development indicates that the processes embedded within human DNA don't simply serve to record data, as experienced with the Animus technology: they also broadcast it in real time. To view this audiovisual feed, you simply need an appropriate interpreter/projector (a Crystal Skull), and a means of identifying the precise signal of the target – blood. In essence, the vials of blood are akin to telephone numbers or IP addresses.

The appearance of First Civilization blood within the Observatory's archives indicates that the precursor race, by choice or design, perhaps had a similar or identical form of genetic "machinery" to the human slaves they created. This could have been employed to track the final remaining members of their dying race in the post-Catastrophe world.

Juno (and her co-conspirators in her original lifetime) may also have used the Crystal Skull device to obtain information on other technologies developed by the likes of Minerva and Tinia. It certainly presents a logical method by which Juno could obtain enough information to subvert Minerva's "prognostication" project, and to steal, then exploit, the transcendence technology that facilitates her continued existence (not to mention the comparatively bite-sized recurrences of Aita).

What did the Templars plan to do with the Observatory? And why did they apparently "forget" about its existence (and the Sage) after the death of Bartholomew Roberts?

As you might expect, they intended to use it as an unprecedentedly powerful tool for espionage. As Roberts demonstrates the power of the Crystal Skull to Kenway, they witness the following conversation:

Woodes Rogers: "You have a bold Idea. But I must think it carefully through."

Laureano Torres: "A simple pledge of loyalty is all you need suggest to the House of Commons. An oath, a gesture, and a simple ceremonial dram of blood taken from the finger. That's all."

Woodes Rogers: "The ministers may give me trouble, but it should be easy enough to convince the House of Lords. They do adore an excess of pomp and circumstance."

Laureano Torres: "Exactly. Tell them it's a show of fealty to the king… against those revolting Jacobites. The crucial detail is the blood. You must get a sample from each man. We want to be ready when we find the Observatory."

With this subterfuge, the Templars could use the power of the Observatory to pry into the lives of friend and foe alike. This could provide the Order with priceless and powerful leverage: raw information, blackmail material, logistical data accurate to the very second. This is confirmed when Kenway assails Woodes Rogers, who offers a traditional Templar rationale for infringements of individual liberties:

Edward Kenway: "I've seen the Observatory, and I know its power. You'd use that device to spy and blackmail and sabotage."

Woodes Rogers: "Yes, and yet all for a greater purpose. To ensure justice. To snuff out lies and to seek truth."

Limitations on communication and travel in the 1700s, not to mention the availability of a single Crystal Skull, would have doubtlessly tempered the potential ambition of Templar conspirators in possession of the device. In the present day, however, we can assume that Abstergo scientists might reverse-engineer the technology for reproduction: an alarming prospect. And yet, for reasons that aren't entirely clear, the concept of the Sage and the Observatory practically dropped out of Templar history until the present-day events of Assassin's Creed IV. Even though Kenway dealt a savage blow to the Order by eliminating a number of its leading agents, it still seems strange that this prize would become little more than a forgotten footnote in Templar records.

Unless, of course, this was all entirely by design and execution. Could Aita himself, perhaps in his next guise, have somehow excised himself from the secret history known only to Templars and Assassins? Which leads us to…

What is the "Manifesto of the Instruments of the First Will"?

The Manifesto is a text that can be found in the present time. Written by a so-called "true disciple", it posits that mankind is but a tool created by the First Civilization, and must therefore willingly relinquish free will in favor of servitude to its ultimate progenitors. The tone of the piece suggests that the author regards this surrender as no less natural than a hammer yielding to the outstretched hand of a blacksmith.

The Manifesto could be seen as evidence of the existence of a third, secret faction – especially as it refers to "True Templars", willing to act as servants of the First Civilization. Is this a new form of crusade established by Aita?

It seems curious that conventional Templars would submit to the discipline and obvious compromises inherent to this new movement. After all, the words and deeds of most senior Order figures encountered throughout the Assassin's Creed story so far suggest that, though they wish to usher in a new world order, they hardly intend to be direct subjects of it. They will be the overseers, the custodians, the very shepherds of humanity, and would not wear the figurative shackles that would serve to becalm the more distasteful proclivities of their flock.

But then: not every Templar is a Torres, a Borgia, an Al Mualim, or even a turncoat scion of a Kenway. So who are these Instruments of the First Will? Let's consider a few options:

- They are most likely (perhaps predominately) Templars who have come to regard the return of the First Civilization to be inevitable. They conspire to be in a position of relative favor when that day comes, rather than buried or uncompromisingly enslaved along with their more conventional kith and kin. Some animals, after all, will always be more equal than others.
- Their numbers may include other First Civilization individuals planted in the human ancestry by Juno, who have been located and invited to march under this new banner… or even new additions somehow cultivated via the blood samples taken from the Observatory.
- An exotic, certainly unlikely, but nonetheless interesting idea: each acolyte is actually a recurrence of Aita, who now exists in multiple concurrent bodies as a consequence of the explosion in global population. If he had a vanishingly small probability of existence in the limited post-Catastrophe gene pool, and a rate of rebirth more regular than Halley's Comet in the 1700s, he might now arise several times per generation. (This would explain, to an extent, his readiness to embrace "suicide by cop" when discovered by Abstergo security guards – more on which shortly.)

Greater social mobility, cultural latitude, improved standards of education, ease of communication and the plausibility of long-distance travel may have made it markedly easier for each iteration of Aita that followed Bartholomew Roberts to move unmolested in the wider world. If you can recall his conversations with Kenway prior to their arrival at the Observatory, he appeared intrigued (even positively tickled) by the concept of creating his own "creed" for the men by then under his command. This may have offered a hint of foreshadowing – a suggestion of what Aita, through coincidence of innate character or a prompt somehow left for a future self, would later attempt.

Even if Aita has not personally initiated and nurtured this new cabal, it may be that his disappearance from living memories and written (albeit secret) histories is a consequence of steps taken by the Instruments of the First Will.

Alternatively, it could be that the entire piece could be a fanciful, feverish exercise in zealotry written by John from IT, and distributed in a coded format in an Abstergo (ergo Templar) establishment by a man increasingly estranged of his senses. Observing John and (to a perhaps lesser extent) Bartholomew Roberts, it's possible that the experience of living within a human body and mind robs Aita of more than a measure of rationality.

What is the substance that John from IT injects into the unnamed present-day "player character" at the end of the game? And why does he commit "suicide by cop" when exposed?

Aita, as John from IT, appears preposterously assured in his role at first. He directs the "player character" to conduct corporate espionage as a father might ask a child to perform simple errands. As events unfold, he casually grants the favor of escalating security clearance, and orchestrates the delivery of data to a pair of Brotherhood agents – one actively employed in a coffee concession stand as a passive observer, the other a courier – who can clearly approach the Abstergo Entertainment building without fear of discovery. In short, John has a commanding position. He is creating, curating and maintaining complex computer systems, which presents him with extraordinary license to abuse the trust of employers and colleagues who simply don't understand his craft. What's more, he's clearly capable of circumventing any attempts by Abstergo (by extension, the Templars) to maintain effective oversight of his activities.

It's evident that John from IT, with the visage of Bartholomew Roberts, who is ultimately Aita, revealed in that Bunker scene, is clearly disturbed by the distinct lack of anticipated fruition. Juno does not adopt the "player character" vessel, as he had imagined, and Aita is evidently disquieted by this. But the moment where he injects the "player character" does not scan as a murder attempt. After all, Aita has a firearm on his person. Why inject a victim with a poison when you can simply shoot (or, for that matter, throttle) them? And, moreover, why turn on two trained security guards with a weapon after shouting a surreal exhortation?

Note, as well, the words chosen in his martyr's valediction:

"Guide me into the grey, beloved! I AM YOUR INSTRUMENT!"

Looking back at these events, it's clear that Aita had no intention of killing the "player character", and intended to die – indeed, it's possible that he arranged his own discovery. His final actions reek of "plan B", even if he does seem a little divested of his wits during the prior monologue.

Think back to Melanie Lemay's facial expression as she delivers these lines after the "player character" regains consciousness in her office:

"A doctor came by. Said there wasn't anything to worry about. That the liquid in that syringe was far, far below a lethal dose."

The evasive shift in Melanie's eyes and expression as she says this, perhaps the act of an individual seeking to disassociate themselves from an uncomfortable lie, might indicate that these words are spoken as an edict issued and not entirely understood. Even the words themselves are curious: far below a lethal dose, and nothing to worry about? The "player character" is also told that (s)he was a suspect in the Abstergo Entertainment intelligence leaks prior to John's death, but now – apropos of a gun, a syringe, a madman – is in the clear. It's just a little too convenient, and might suggest that the Templar hierarchy (which cannot be entirely oblivious to the significance of these events) is watching, and waiting to see what happens next.

And why? Well:

- If John from IT didn't intend to poison the "player character", he certainly attempted to introduce some biological or technological agent of note into that "tender body". What might that have been? A tracking device? Data? Some form of device or chemical with a later purpose? It may be that there actually was a sub-lethal dose of poison in the fluid, designed to act as a masking agent, and obfuscate his true intentions. As regards Melanie's awkward response in this eventuality: how would you attempt to explain to an employee that a co-worker attempted, but failed, to kill them with poison injected via a syringe? Or, by managerial mandate, attempt to pass such an event off as somehow being no more consequential than the theft of a sandwich from an office refrigerator?
- If Templar leaders were unaware of Aita before, they're now almost certainly focused on John from IT's background. Bartholomew Roberts pleaded with Edward Kenway to destroy his body to prevent it falling into Templar hands. By contrast, John from IT all but ambulates his corpse directly to an Abstergo autopsy. Did he intend to be caught? And if so, why? What might happen if his genetic memories are explored?
- "I am your instrument": too particular to be a coincidence, this seems to confirm Aita's involvement in the prospective third faction that the Assassin's Creed IV story appears to introduce.

Why was John from IT leaking secrets to the Assassins? And why were Shaun and Rebecca able to operate in the reception area without apparent fear of detection?

Desmond was obviously known to Abstergo, of course, and his father William presumably has a privileged position in games of "locate, question, strangle" enjoyed by elite Templar operatives in their quieter moments. By contrast, Rebecca Crane and Shaun Hastings were backroom staff: the former a technician, the latter a historian. These are not individuals that we have come to view as being frontline Assassins. While discussing John from IT's actions after his death, Becca quips: "We take who we can get!" – a playful comment that might also reference the Brotherhood's diminished ranks and her unorthodox assignment.

In the event that Rebecca and Shaun feature in Abstergo security advisories (quite possible, given their association with Lucy Stillman – a triple agent), we can only assume that John from IT had taken steps to disable or adjust facial-recognition software associated with pertinent lobby camera feeds.

As to why these unlikely operatives are on this assignment, the conclusion of Assassin's Creed III saw them flee with Desmond's father from the Grand Temple before Juno's "ascendency" and, we learn in Black Flag, just prior to the arrival of an Abstergo recovery team. As the Brotherhood is aware that Juno may now exist in the global telecoms network, they have been assigned to learn more about her whereabouts. As Shaun states, they are extremely interested in Abstergo's cloud servers. John from IT was their contact in the Abstergo Entertainment office, and we can only guess his motives for working with them. That said, Juno appears to have pitted Assassin against Templar (and vice versa) to suit her requirements on more than a few occasions, so it may be that John from IT had a defined goal in mind.

One thing that we can definitely say about the espionage conducted by Rebecca and Shaun is that the disappearance of Olivier Garneau, CCO of Abstergo Entertainment, was almost certainly a Brotherhood operation (and a direct consequence of hacking by the "player character"). As to how much they know of Juno's whereabouts and intentions, or the true identity of John from IT, we cannot possibly say.

Why did the attempt to reincarnate Juno in the player character fail? And what is the meaning of Juno's message?

Juno confirms what we suspected from her words at the end of Assassin's Creed III. Her mind is still alive, no longer anchored to the Grand Temple, and she now exists in (or has free access to) global telecommunication networks.The idea that she might be capable of exploiting the technological dependency and sheer interconnectedness of the modern world is confirmed by John from IT just prior to his death:

"I wish I could explain all this strangeness, but there isn't much time. The short of it, is you saw my beloved Juno. And for a brief moment I thought she might occupy this tender body of yours. But something went wrong. And now she's back out there. Adrift. Oh… she was magnificent once. One of a race of beautiful, wonderful creatures. They created your kind. Did you know that? Your people were tools to them. That's all you have ever been. That's all you should ever be! One day soon, I hope. For the world is nearly ready for her return! Wired. Prepared for a second coming!"

Though Aita gave his wife a vessel to occupy, Juno judged the timing to be inauspicious. Her final words during her brief appearance make it clear that she does not yet have the resources to enact the endgame of her 80,000-year plan.

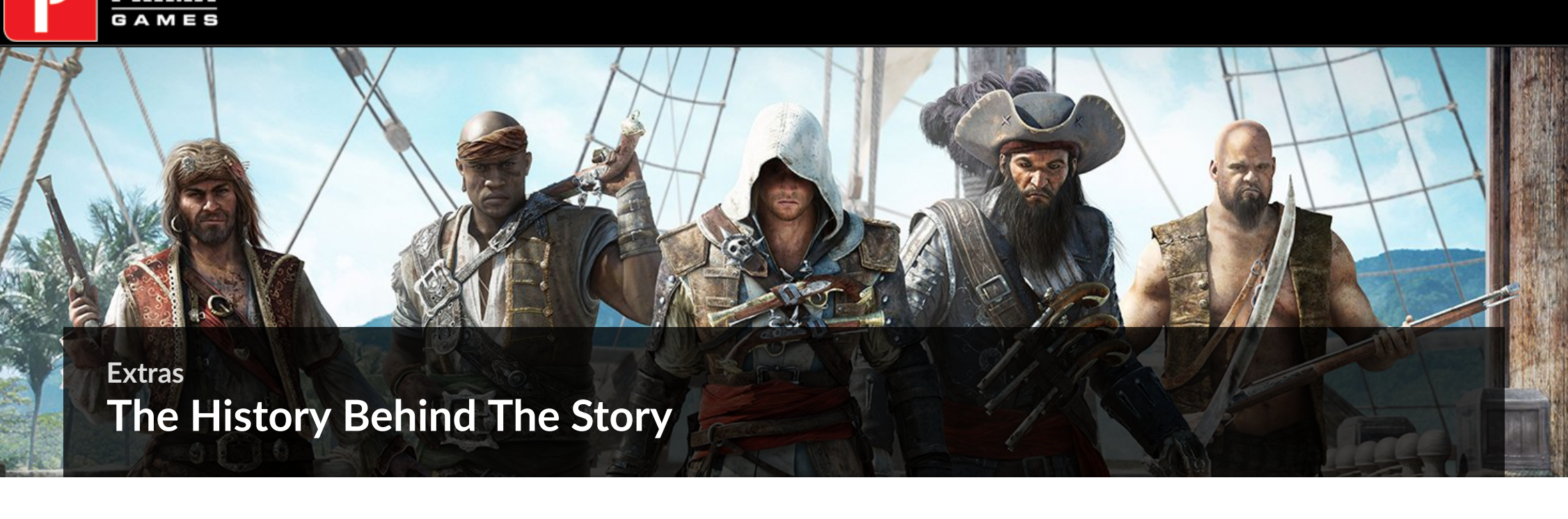
"There is more work to do, more samples to acquire, more artifacts to find, before my will may obtain."

There is a good chance that, as Templar goals are broadly aligned to her own (it's all about whose hands hold the reigns once they have been put in place, after all), Juno is also waiting for them to inadvertently lay the groundwork for her ascendency. This may even be related to the imminent roll-out of the consumer Animus tech.

Anything else?

Before we end our analysis, there are a number of stray observations that we would like to share. Many of these ideas, questions and suggestions concern plot developments that might carry over into future Assassin's Creed episodes. Most of these suggestions will transpire to be little more than wild speculation, and must be taken with a pitch of salt. But still: discussing ideas such as these will help to while away the time until a new Creed installment offers definitive answers…

- Templar possession of John from IT's body is obviously a huge event. If his genetic data were to be sequenced as Desmond's has been, what might Abstergo researchers find? And, given the almost voluntary nature of his death (he's clearly unhinged, but that explanation cannot suffice: this is an individual who successfully held down a senior role in a major Abstergo facility), what might Aita secretly intend for them to find?
- As the Observatory and Crystal Skull in the Caribbean practically disappeared from annals of the Templar Order at some point after the death of Bartholomew Roberts, it's reasonable to assume that Abstergo has dispatched a team with precise GPS coordinates to visit that location. What might they discover on arrival? One explanation for the sudden disappearance of the Sage from history might be that Aita's subsequent visit to the Observatory was rather more successful. If that were the case, what might be left for the Templars to find?
- The Assassins are clearly searching for clues on Juno's intentions and whereabouts, but also appear to have the means to learn more about Abstergo's new Animus tech – it's safe to assume that the missing Olivier Garneau is a guest of theirs.
- If the consumer Animus hardware is dependent on the Abstergo "cloud" and direct connections to their servers, is this something that Juno can exploit in her current form?
- Black Flag focuses primarily on the life of Edward Kenway, but it seems implausible that Abstergo would not have specialist, loyal Templar researchers concentrating on Desmond's life (and, moreover, the pre-conception history of his father, William). If this were to be the case, the Templars might learn the locations of Brotherhood compounds, and much more besides. What could this mean for the present-day war between the Assassins and Templars?
- Here's an interesting thought: the Animus is being rolled out to a mass-market audience, with its software offering "canned" full-immersion experiences designed around edited memories. We can safely surmise that this will be a global sensation. But given the opportunity, how many people wouldn't leap, wide-eyed and wallets outstretched, at the possibility of reliving cherished moments from their own lives? For an organization that would demonstrably profit by obtaining blood samples from millions of people, might this be a killer app for a later stage in consumer Animus development? It's rather more plausible than the method suggested by Laureano Torres 300 years before: "An oath, a gesture, and a simple ceremonial dram of blood taken from the finger."
- Isn't it rather bizarre that Aileen Bock's early experiments in the Surrogate Initiative led her to such a specific moment in the life of her husband's mother – an event that alluded to some form of First Civilization artifact hidden during World War II? This catalyst seems almost designed to arouse Templar interest. It led to direct attention within Abstergo, an increase of funding, the involvement of Warren Vidic, and, ultimately, the development (and later mass-market development) of this advanced offshoot of Animus technology. Revelations and Assassin's Creed III cemented Juno's role as a master manipulator; Black Flag introduces the concept that other First Civilization minds may also be at work. In this context, it seems entirely unlikely that Aileen's historical discovery was pure happenstance.



Extras

The History Behind The Story

The Golden Age of Piracy in the early 18th century is the historical setting for Assassin's Creed IV. Astonishingly, many characters in the game stem from real people of the period, Ubisoft having adapted their stories and intertwined them with the fictional narrative of Edward Kenway. The War of the Spanish Succession (1701-1714) was a significant political backdrop to this period. For more than a decade, the Caribbean islands were a theater of war, with the main belligerents being Spain and France on the one side, and England, Portugal, the Netherlands and the Holy Roman Empire on the other. These countries each encouraged their privateers to sail the waters of the Caribbean and prey on the merchant shipping of their nation's enemies.

When the war came to an end, the Treaty of Utrecht also marked the conclusion of Caribbean-based naval battles between the warring factions. Peace was the first of two catalysts to expedite the Golden Age; with peace came economic upheaval. The Royal Navy employed 50,000 in 1703; by 1715 this had been reduced to 13,000. In the Caribbean, an end to war meant that thousands of navy sailors and privateers based in the area were suddenly without purpose. The treaty facilitated an increase in trade which led to an upsurge in high-value cargoes being shipped between the Caribbean, Europe and North America.

The second catalyst was the shipwreck of a Spanish treasure fleet in 1715, two years following the treaty. This served as the spark that lit the fuse of the Golden Age of Piracy: an era that unleashed a wave of crime, pillage and murder, which threatened to destroy the fragile economies of the North American and West Indian colonies.

This setting provided the perfect environment for the emergence of timeless characters such as Benjamin Hornigold (died 1719), Blackbeard (1680-1718), Woodes Rogers (1679-1732), Calico Jack (1682-1720), Anny Bonny (born 1699), Mary Read (died 1720), Bartholomew Roberts (1682-1722) and Governor Laureano de Torres (1645-1722), all actual people from the Golden Age of Piracy and all integral to the Assassin's Creed IV story. This section presents these protagonists and the historical events of their era.

The Triangular Trade route from Europe to West Africa, then to the Caribbean and returning to Europe.

Brave New World

Piracy has been with us since the advent of shipping and there are multiple references to piracy in ancient Greece and Rome; piracy continues right up to the present day with Somali pirates terrorizing international shipping along the east coast of Africa. But when piracy is mentioned, it conjures up romantic images of colorful and eccentric characters from the Golden Age capturing Spanish galleons replete with treasure. The most fascinating question in understanding this period is: why were Spanish fleets transporting gold and silver across the Caribbean Sea and Atlantic Ocean?

When Christopher Columbus arrived in the New World in 1492, he first set foot on one of the islands of what is now known as the Bahamas. Since it was believed he had sailed west and reached India, this region became known as the West Indies. Nobody could have imagined the size of the new continent yet to be discovered when one year later almost all of it was awarded to Spain, by papal decree administered by Spanish-born Pope Alexander VI. The area of land that now represents most of present-day Brazil was awarded to Portugal.

It quickly became clear that the Americas were much too large to be plundered and colonized by Spain alone, which had a population of seven million at that time, with only a minority inclined to venture to the New World. As a consequence, the colder North American area (except Florida), as well as certain Caribbean islands, gradually came under the control of the would-be colonial powers of the time: England, France and the Netherlands.

The high sugar yield from the West Indies supported the development of a trading triangle from Europe to Africa.

- Ships transported textiles, rum and manufactured good from Europe to West Africa.

- These goods were traded for slaves, who were transported by the same ships and sold to the sugar and other plantations in the Caribbean.

- The ships then returned to Europe carrying sugar, tobacco and other commodities from the New World.

The Spanish Main

The Spanish Main: coastline outlined in red, Spanish territorial possessions in yellow.

The Spanish were drawn to America by the lure of gold, but it was silver that gave them unimaginable wealth. Within 30 years of the discovery of the New World the Spanish had made significant in-roads into the new continent, an area that became known as the Spanish Main. In 1519-1521, the Spanish led a campaign into current day Mexico and conquered the Aztec Empire, thereby accessing local gold and silver mines. Barely a decade later (1532), in what is now Peru, they ambushed and captured the Inca Emperor Atahualpa. It was the first step in a long campaign that took decades of fighting, but the prize was the Spanish conquest of the Incas, a civilization of 12 million people, then the largest empire in the world. Not least, this led to control of a mountainous area, called Potosí, at the southern end of the empire (present-day Bolivia), where a mining town was founded in 1545, known as Silver Mountain. Within a few years of operating the Potosí mines, silver from Spanish America began to flow across the Atlantic, starting at a modest 300 lbs. a year and increasing to over six million lbs. in 1590. By 1610, the population of the village of Potosí had grown to 150,000, making it a major city by European standards. To this day, Potosí is still renowned for its wealth, in fact the Spanish even have a saying, "vale un Potosí", which means "worth a fortune".

The Spanish Treasure Fleet

At first, the gold from Mexico and silver from Potosí was sent to Spain in the form of bars and crude ingots. From 1536 the Spanish rulers established mints on the Spanish Main to convert the precious metals into coins. The most celebrated of the minted coins were the pieces of eight (peso de ocho reales), which swiftly became the first truly global currency. Around the year 1600, a piece of eight would have purchased the equivalent of $75 in modern terms and could have been spent practically anywhere in the world.

The piece of eight coin was introduced in Spain in 1497 and became the first global currency, underpinning Spain as the first world empire. It remained legal tender in the United States until the Coinage Act of 1857.

The Spanish transported their treasure back to the homeland twice a year and these vast riches quickly became an important, regular source of income. There were only three occasions when the fleet failed to reach Spain. In 1628 it was seized by the Dutch, and on the other two occasions it was wrecked by a hurricane, which is also what befell the 1715 treasure fleet in our story, when, in late July of that year, the convoy was hit by a fearsome hurricane, which wrecked the ships against the reefs of Florida. Only one vessel survived to carry the bad news back to Havana. The vessels had sunk in shallow waters, which enabled the Spanish to salvage most of the treasure and store it temporarily on land. Unfortunately for the Spanish, news of the treasure reached Jamaica, then a British colony. In November 1715, Governor Hamilton of Jamaica sent two sloops on an anti-piracy patrol, under the command of Captain Henry Jennings. Jennings secretly met up with three other sloops crammed with ex-privateers (two of which are believed to have been "Blackbeard" and Charles Vane, and set sail in search of the Spanish spoils. Jennings and his crew landed close to the Spanish shipwrecks and attacked the salvage camp, driving off the Spanish guards. The successful expedition returned to Jamaica with 60,000 pieces of eight –an absolute fortune! Governor Hamilton turned a blind eye to the celebrations that ensued, which only served to inflame the treasure fever sweeping like wildfire across the Caribbean as hundreds of former privateers joined Jennings. Despite a formal complaint to Hamilton by the Spanish, Jennings arranged a second expedition to the salvage camp, which yielded even more spoils. The Spanish finally sent two warships to carry home the remaining treasure, which put an end to the plunder.

Throughout this period, the treasure fleets were vulnerable to attack by privateers and pirates. Spanish sovereign rivals and enemies were aware of the scale of wealth flowing back to Seville from the New World. Aspiring empires wanted a share of the booty, and the most cost-effective way to encourage intervention and seizure of the Spanish treasure was by sanctioning privateering.

Privateering was nothing more than state-sponsored piracy. In times of war, a ship owner or sea captain could apply to his government for a "letter of marque and reprisal". The aspiring privateer agreed to attack the merchant shipping of his country's enemies and to take the prizes (captured vessels) into a haven port where the ship and cargo could be sold. In return, the sponsoring sovereign took a share of the plunder – generally 10%. This was a very lucrative arrangement for the parties, except, of course, the foreign ship owners; and, indeed, all seafaring nations participated in this activity at the time. It has been estimated that during the war of the Spanish Succession more than 300 privateer vessels of various nationalities were operating in the waters from Newfoundland to Brazil. Most based themselves in the Caribbean, where the trade in rum, sugar and slaves ensured there was no shortage of prizes.

Privateers of the Caribbean

Nassau

By the spring of 1716, following Spanish outrage at Jennings' seizing of treasure from the 1715 Spanish ship wrecks, Jennings became a diplomatic issue in British Jamaica. He urgently needed a new base, and settled in Nassau on the island of New Providence in the Bahamas, which was within easy reach of the Florida Strait with its busy shipping lanes replete with European vessels crossing the Atlantic. Nassau's harbor could easily accommodate hundreds of ships, and was, importantly, too shallow for the Royal Navy's larger vessels to navigate. The island had already become a minor haven for privateers turned pirate, led by Captain Benjamin Hornigold. The arrival of Jennings turned this small haven into a pirate boom town. By the summer of 1716 it had become a hive of illicit pirate activity. The result was a marked increase in piracy around the Bahamas and the Florida Strait. Soon the Nassau bandits were venturing as far as the West Indies and the seaboard of the British American colonies. It was reported in early 1717 that there were over 500 pirates in Nassau and at least a dozen pirate vessels, mainly sloops. Rough-and-ready inns and brothels were established, and traders from the West Indies came to buy the pirate plunder at bargain-basement prices. In 1716, the pirate captains based out of Nassau included Benjamin Hornigold, Henry Jennings, Blackbeard and Charles Vane. Others known to have based themselves in Nassau around this time included: Stede Bonnet, Calico Jack, Mary Read and Anne Bonny.

The beginnings were humble in the small village, not at all as portrayed in pirate movies where large warships pass each other side by side, firing broadside after broadside, as dashing captains swing on ropes with gleaming cutlasses between their brilliantly white teeth. While many pirate captains may well have been handsome, it was advisable to stay upwind of them, as their personal hygiene usually left more than a little to be desired! Most pirate captains did not command a man o' war, but rather sloops, or indeed smaller sailing canoes, called Piraguas.

They preyed mostly on lesser merchant vessels or harmless coastal targets such as isolated sugar plantations – the latter attacks were in fact quite common. Merchant vessels usually had a crew of 10, possibly 20. Pirate vessels, in contrast, frequently carried dozens of men, who were armed to the teeth. This enabled them to overpower their targets by sheer numbers. It was also known for pirates to join forces to attack larger vessels. If successful, they would often keep that ship and make it their own, fitting it out for their needs. With the exception of Blackbeard and Bartholomew Roberts, few pirates ever controlled vessels the size of a (small) warship, with more than 40 cannons.

The pirates were adept at working with many forms of cargo. Merchant ships rarely sailed with chests of gold and silver. They transported all of the commodities of the time, such as sugar and cocoa; they shipped goods, such as barrels of rum (always welcome), bales of linen and other cloths, crates of candles, nails, and soap, household goods such as pots and pans. They also transported slaves, who were most often handled as merchandise. Once seized, these cargoes had to be offloaded and the pirates of Nassau found willing helpers in the settlers of neighboring islands. As such, a flourishing black market emerged, and many pirate smugglers became very, very wealthy.

Pirates did not generally manage to keep hold of their riches for long. They spent their earnings on drinking and gambling, and the stories of debauchery are legendary. As a consequence of the black market, the population of Nassau increased daily, with most of the newcomers being pirates (read: villains) and smugglers (also villains), women of negotiable affection, a few escaped slaves from other islands, whereas the regular settlers left for good. Some referred to Nassau as a Pirate Republic, but for most, it was seen as an outlaws' den.

To combat the growing problem of piracy, King George I appointed Woodes Rogers in 1717 as Governor to the Bahamas, based in Nassau. On arrival, Rogers had the dilapidated fort rebuilt, and set about offering the King's Pardon to all outlaws based on the island. Those who declined were hunted down and publicly executed following a show trial. This public execution marked the beginning of the end of Nassau as a pirate haven.

Book of Thieves

The publication of A General History of the Robberies and Murders of the Most Notorious Pyrates in May 1724 was an immediate hit on both sides of the Atlantic; it provided readers with a sensational account of the lives of the most notorious pirates of the preceding decade, including Blackbeard, Stede Bonnet, Calico Jack, Charles Vane, Mary Read, Anne Bonny, Bartholomew Roberts, and many more. It was written under the pseudonym of Captain Charles Johnson; the author's true identity remains unknown to this day. What we do know is that much of the first-hand content was provided to the author by the then Governor of the Bahamas, Woodes Rogers.

A General History, as it is most commonly known, gives us a lot of insight into various aspects of pirate life and, of particular interest, the pirate code. This was an agreed set of articles that defined the manner in which a pirate company was structured, and which had to be signed by each crew member. It is important to understand that a pirate ship was like a modern-day company in which each pirate was a shareholder with one vote. Unlike any sovereign navy, or indeed country, at the time, many pirate ships were run as democracies. The irony is that although pirates of the Golden Age were groups of ruthless, murdering thieves, their commitment to freedom and the way in which they institutionalized that freedom meant that they were in fact more advanced politically than any other society of their time. This political institutionalization is all the more significant when you consider that the articles (pirate code) and the democracy they enshrined also applied to black members of the crew; a radical political structure that pre-defined much of what was to result from the forthcoming Enlightenment.

Few originals of pirate articles have survived; impending capture or surrender would force pirates to burn their articles or throw them overboard, to prevent the documents being used against them at trial. Some still remain, however, and to the right you can see an extract from the articles of Bartholomew Roberts' crew, as recorded in A General History.

William Kidd

Captain William Kidd (1645-1701) was one of the most notorious pirates of his time. He started his short career as a privateer, bound to hunt pirates in the Indian Ocean. Kidd never intended to become a pirate, and to the end proclaimed his innocence. It was his misfortune to find himself a pawn of political intrigue involving players from London to New York to India. Kidd arrived in London from New York in 1695, hoping to make his fortune from privateering. He devised a scheme with fellow investors to finance the purchase of a large vessel, sail to the Indian Ocean and capture pirates selling goods to merchants in New York. England was at war with France at the time so there was little difficulty in procuring a letter of marque, which authorized the capture of French ships. Kidd arranged a second commission for his venture, which sanctioned him to hunt down "pirates, freebooters, and sea rovers". The most surprising element was that the King of England, William III, took a personal stake in the scheme. Once backing had been arranged, Kidd set off on his 34-gun Adventure Galley in April 1696. He had little success from the start, and following a catalogue of bad decisions, he came under increasing pressure from his crew, who had been hired on the conventional "no prey, no pay" basis. Desperate for some plunder, he ordered the attack of a small trading ship under English flags, off the Malabar Coast. Since the vessel was neither French nor pirate, his attack was tantamount to piracy. He went on to plunder some merchant ships registered with the powerful East India Company. The company had him declared a pirate, and the hunter became the hunted. Having also killed one of his crew by striking him on the head with a round-hooped bucket, Kidd was liable for murder.

Kidd was eventually captured and convicted in London of piracy and murder. The high-profile nature of his exploits and trial gave much attention to Kidd. The story circulated that Kidd had buried gold and silver from a plundered vessel near New York before he was arrested, and so the legend of pirates and buried treasure was born. He was hanged for his crimes in 1701.

Benjamin Hornigold

Very little of Benjamin Hornigold's early life has been documented. We know he was born in England, and the first records of his acts of piracy were recorded in 1713. At this time he was one of the principal pirates to settle in Nassau on the island of New Providence. Blackbeard joined his crew around 1716 and was put in charge of a sloop previously taken as a prize. In early 1717, Hornigold and Blackbeard, each captaining a sloop, enjoyed a lot of success in seizing merchant vessels.

As an Englishman, Hornigold initially resolved to attack only Spanish or French vessels, the former enemies of the Crown. This soon changed, not least because his crew had a say in defining target vessels. Nonetheless, Hornigold always considered himself a patriot, which is most likely the reason behind his swift acceptance of the King's Pardon. This clemency was granted to him in 1718 by the newly appointed Governor of the Bahamas, Woodes Rogers. Hornigold went on to collaborate with the new governor, a move considered irreconcilable in the eyes of his former contemporaries. He then turned pirate hunter when he received a privateering commission to pursue his former pirate mate, Charles Vane. He didn't capture Vane, however, and died one year later when his ship struck a reef in a hurricane.

Stede Bonnet

Bonnet was the most unlikely of pirates, having been born into a wealthy Barbadian family of sugar cane plantation owners in 1688. After the death of the first of his four children, he became depressed; some believe he went insane. He abandoned his family for a pirate life, despite not having any experience as a seafarer. Bonnet commissioned a local shipyard to build him a sloop, probably making him the only pirate ever to have paid for his vessel. His inexperience was evident to his crew, to whom he paid wages, in contrast to the established pirate code of "no prey, no pay". Nonetheless, he did have success on the seas and captured and plundered a number of vessels along the eastern seaboard of the North American colonies before setting course for Nassau. He crossed swords with a Spanish man o' war en route, suffering many casualties and serious personal injuries. On arrival, Bonnet met Captain Benjamin Hornigold and Blackbeard for the first time. Disabled by his wounds, Bonnet temporarily granted command of his vessel to Blackbeard, but remained aboard as a guest of the more experienced pirate leader. Their partnership was fruitful, as they proceeded to plunder and capture more than 11 vessels together. Following the siege of Charles-Towne, both men resolved to take the King's Pardon from North Carolina Governor Eden in June 1718, but within months of receiving their clemency, they had both fallen back on their former ways – however, this time not together. Blackbeard had double-crossed Bonnet, who resumed his pirate activities by taking command of his own vessels. He went in search of Blackbeard, but the two never met again.

By the end of August, news had reached Charles-Towne that Bonnet's vessel and crew were moored in the Cape Fear River, North Carolina. The Governor of South Carolina authorized a naval expedition to capture the pirates, even though the Cape Fear River was in Governor Eden's jurisdiction. Bonnet and his men were captured in October of that year and brought to Charles-Towne for trial. Bonnet managed to escape incarceration, during which time his crew was tried and hanged. He was recaptured, tried and hanged for piracy in December 1718.

Blackbeard

Ed Thatch, better known as Blackbeard, was a notorious English pirate whose achievements led him to command hundreds of men and a flotilla of pirate vessels. He plagued the waters of the West Indies and the eastern seaboard of the North American colonies. Although little is known of his beginnings, it is believed he was born in Bristol, England, although the exact spelling of his name is a topic of much discussion; alternative forms include Teach, Teache, Titche, Thach and Tache. Nonetheless, the spelling chosen throughout the game and in this guide is Thatch, and for a very good reason; he appeared as Thatch in the first edition of A General History, which was published six years after his death. He most probably started his career as a sailor on privateer ships during the War of the Spanish Succession before settling in Nassau around 1716, which was then under the leadership of Benjamin Hornigold. Blackbeard's natural qualities quickly attracted the attention of Hornigold, who placed him in command of a sloop, and the two engaged in numerous acts of piracy.

Thatch's alias stemmed from his beard, which he grew thick and long and braided with ribbon ties at the ends. He further enhanced his appearance by placing slow-burning cannon fuses into his hat, which he would ignite just before boarding a vessel that he was about to plunder, thereby appearing with a halo of smoke and fire. Single-shot muskets were notoriously unreliable at sea, so Blackbeard ensured he always had a back-up; he carried a collection of loaded pistols across his chest. Despite his fearsome reputation, there are no confirmed accounts of his captives having been murdered or harmed by him.

At the height of his power in 1718, Blackbeard had his fleet blockade the port of Charles-Towne in the English colony of South Carolina. No vessel could leave or enter without being searched. He duly commandeered one such vessel, which was transporting some prominent citizens to London. Blackbeard informed the authorities that he required medical supplies and that if none were sent, all prisoners would be executed. The supplies were duly provided and Blackbeard freed the hostages.

It was during the blockage that Blackbeard learned of the King's Pardon. Days later, Blackbeard and a small crew presented themselves to the governor and their pardons were granted in June 1718. Blackbeard settled briefly in North Carolina, apparently close to Governor Eden's home. Eden granted him permission to sail to the West Indies in August to seek a commission as a privateer, but in the same month, Blackbeard took two French ships leaving the Caribbean, moved one crew across to the other, and sailed the remaining ship back to the island of Ocracoke, in North Carolina.

Blackbeard had returned to piracy, and Eden, the Governor of North Carolina, became complicit in arranging a cover-up court ruling.

Alexander Spotswood, the then governor of the English colony of Virginia, realized that, with quasi political support, piracy was a never-ending threat to trade and to the nascent economies of the eastern seaboard colonies. Spotswood decided to take matters into his own hands and to send a message to all would-be pirates that he and others like him were no longer prepared to offer pardons or to forgive crimes. In addition, he planned to expose Governor Eden for colluding with the pirates. Having established Blackbeard's whereabouts in North Carolina, he devised a plan to send forces across the border by land and by sea; his intention was to hunt down Blackbeard and to use his capture to make a very public statement. Spotswood gave Lieutenant Robert Maynard of HMS Pearl command of 50 men and two sloops. By stopping ships along his journey, Maynard established the location of the pirates, anchored on the inner side of Ocracoke Island. On spotting Maynard's approach at daybreak, Blackbeard turned his guns on the two attacking sloops and fired a devastating broadside. In one blow, Maynard lost a third of his men. As the opposing side's vessels approached, Blackbeard readied his men to board. What he did not know, was that Maynard, in anticipation of Blackbeard boarding his vessel, instructed some of his men to hide below deck. When Blackbeard and his crew boarded, those hidden in the hold burst onto the deck. The surprise overwhelmed Blackbeard and his men. The hand-to-hand combat continued, but Blackbeard was eventually hacked and killed, whereupon the remaining pirates surrendered. Maynard later examined Blackbeard's body and noted that it had been shot five times and cut about twenty. Legend has it that on his decapitation, Blackbeard's corpse swam round the vessel three times. Maynard attached the severed head to the bowsprit of his sloop and returned to Virginia to display his gruesome trophy, thus fulfilling Spotswood's objective of a very public message to would-be pirates. This was just the first half of his statement; the second was the public trial and mass execution of Blackbeard's remaining crew in Williamsburg, Virginia.

Woodes Rogers & The King's Pardon

Before he became Governor of the Bahamas, Woodes Rogers was a successful privateer. Between 1707 and 1711, he circumnavigated the globe in his vessel, the Duke, causing havoc to Spanish interests, including sacking and holding to ransom the town of Guayaquil (now the largest city port in Ecuador). His expedition is a fascinating story of daring privateering, much of which is covered in his 1712 biography, which is still in print, "Life Aboard a British Privateer: The First Hand Account of a Famous Privateer Captain at War with the Spanish During the Reign of Queen Anne 1707-1711".

Rogers fell into financial difficulties on his return to England. He was successfully sued by a group of 200 of his crew, who stated that they had not received their fair share of the expedition plunder. The profits from his book were not enough to cover the shortfall, and he was declared bankrupt. A way out of his financial difficulties was to lead another expedition, this time against pirates. In 1713, he led a voyage to supposedly purchase slaves in Madagascar and sell them in the Dutch East Indies. However, Rogers' hidden agenda was to gather details on the pirates of Madagascar, hoping to destroy or reform them, and colonize Madagascar on a future trip. Rogers collected information regarding Madagascar-based pirates and their vessels, only to realize that a large number had settled locally. He therefore proposed to many of them that they sign a petition to Queen Anne requesting clemency. His plans to colonize Madagascar were scuttled by the powerful British East India Company, which vetoed the move, fearing such a development would threaten its monopoly on spices from the island. Accordingly, Rogers turned his sights to the West Indies. His entourage included several advisers to the new king George I, and Rogers was able to attain an agreement for a company to manage the Bahamas, in exchange for a share of the colony's profits.

It is estimated there were 1,500 to 2,000 pirates operating in the Caribbean and North America at this time, on a par with the populations of Charles-Towne or Port Royal. The problems of piracy had been increasingly brought to the King's attention by local governors in the colonies.

As a consequence, a number of measures were put in place to empower the colony governors to combat the situation:

- Pirates could now be tried and hanged locally (formerly they had to be brought to London to meet their fate).

- Naval patrols in the affected areas would increase dramatically.

- Bounties were offered for the capture of pirates.

- The King would grant a pardon to pirates who sought clemency.

On September 5th, 1717, King George I issued a royal proclamation to the governors of British colonies in the West Indies and North America. This became known as the **King's Pardon** and it affirmed that any pirates who surrendered to the authorities before September 5th, 1718, would receive "His most gracious Pardon".

Armed with three warships and a commission from the British government to act as the first Royal Governor of the Bahamas, Rogers sailed into Nassau with the intention of rooting out the pirates and establishing proper Crown control of the wayward pirate haven.

On arrival, Rogers set about offering the King's Pardon to all outlaws based on the island. One of the first to accept the pardon was none other than Benjamin Hornigold. In contrast, Captain Charles Vane was one of the first to decline, going so far as to set fire to a freshly taken prize right under the newly appointed governor's nose. Rogers immediately set about sending a message to all local outlaws that the authorities were no longer prepared to tolerate piracy, and he planned to make a public show of intent. Ten pirates captured by the newly appointed pirate-hunter, Hornigold, were subjected to a high-profile show-trial. Eight were publicly hanged in front of the garrison in Nassau. This public execution marked the demise of Nassau as a pirate haven.

Spain and Great Britain went to war anew in 1719-1720. With the focus back on this European conflict, the Bahamas was once again forgotten and neglected. Nevertheless, Rogers continued with his undertaking and invested much time and his own money in fortifying Nassau's defenses. As he received no support from Britain, the local traders gradually declined him further credit. Concerned with the lack of support, Rogers set sail for London in 1721. On arrival, he learned that a new governor had been appointed and his company had been put into receivership. As he was personally liable for the debts in Nassau, he was tried and sent to debtors' prison.

Rogers' debtors showed mercy and absolved him of his arrears and he was released from prison. In 1722, he was invited to contribute to a book on the history of piracy titled: "A General History of the Robberies and Murders of the Most Notorious Pyrates". The book was an immediate hit in Britain and North America and re-launched Rogers as a national hero. With his newly gained status, Rogers successfully petitioned the king in 1726 for financial recompense. Not only did King George I grant him a pension, retroactive to 1721, but also the king's son and successor, George II, re-appointed Rogers as Governor of the Bahamas in October 1728.

Charles Vane

Charles Vane was a ruthless English pirate based in Nassau. He came into contact with many of the characters in our story, including Henry Jennings (when he participated in the raid on the Spanish treasure fleet) and Woodes Rogers (he refused Rogers' offer of the King's Pardon). Vane was also unsuccessfully pursued by pirate-turned-hunter Benjamin Hornigold, and even spent some time on Ocracoke Island with Blackbeard and Calico Jack.

Vane's ruthless and brutal approach instilled fear amongst his captives and crew alike. In August 1718, Woodes Rogers arrived in Nassau with his three warships to administer the King's Pardon, and, of greater importance to Vane, apprehend any who rejected it. While many pirates accepted the clemency, Vane declined in a very public way. He drove Rogers' approaching man o' wars out of Nassau with a fireship and, as he sailed from the harbor, fired broadside on the new governor and escaped. Having rejected the pardon, he went on to amass a large crew and many additional vessels. He focused increasingly on the eastern seaboard of the North American colonies, where he met up with his old friend Blackbeard. It is reported that Vane, Blackbeard and their crews went on a week's drinking binge on the shores of Ocracoke Island. During his stay, Vane tried unsuccessfully to persuade Blackbeard to join forces to attack and recapture Nassau from Rogers.

Vane continued north and encountered a large French man o' war outside of New York. The warship was at least twice the size of Vane's sloop. Realizing he had no chance of victory, Vane retreated from battle. However, his quartermaster, Calico Jack, contested the decision. Only 15 of the crew of 90 supported Vane, and so he was deposed. He was given a sloop and set off with his crew of 15, but was shipwrecked in a storm and washed up on an uninhabited island. He was eventually rescued by a passing vessel, but unfortunately identified as the pirate captain Charles Vane. He was arrested on board and eventually brought to trial, and was hanged in March 1721.

Calico Jack, Anne Bonny & Mary Read

John Rackham, a.k.a. Calico Jack (1682-1720), was a Cuban-born pirate captain operating out of Nassau. He had the penchant for wearing flamboyant clothes made from brightly printed Indian Calico, leading to his moniker: Calico Jack. Although less prominent than some of his peers, he left two pirate legacies. The first was his flag, which was the skull with two crossed cutlasses, known as the Black Jack, which remains to this day one of the icons of pirate imagery. The second was that he had two female co-pirates in his crew: Mary Read, and his lover, Anne Bonny.

The first record of Calico Jack is as quartermaster on Charles Vane's sloop in 1718, when Jack contested a volte-face by Vane and, with the support of the majority of the crew, deposed the captain to take command. He led his crew to capture several vessels including the heroic seizure of a sloop from a Spanish warship off the coast of Cuba. Jack set course back to Nassau where he and his crew elected to accept the King's Pardon. While on shore, Jack met Mrs. Anne Bonny, and the two fell in love. The affair was hotly contested by Anne's husband. Jack and his new lover, along with a fresh crew, captured a sloop and set off to sea. This return to piracy voided his recently gained pardon.

Mary Read spent most of her early life dressed as a boy to impersonate her deceased brother in order to gain an inheritance for her mother. She went on to gain a commission to privateer in her late teens. Astonishingly she lived on board the vessel with her true identity undetected. She supported her shipmates in a mutiny, turned pirate and eventually joined Calico Jack, revealing her true identity to Anne Bonny. Jack became jealous of the burgeoning closeness between the two women (believing Read to be a man) and so Jack was let in on the secret. He chose to break with seafaring tradition and permitted both women to remain as crew. Soon afterwards, Jack and his company were arrested and brought to trial in Jamaica in 1720. All, including Bonny and Read, were sentenced to death. Jack was hanged; however, the two women received a temporary reprieve, because they were "with child", an appeal known as "pleading the belly". Read died in prison and Bonny disappeared from all records.

Bartholomew Roberts

As the Golden Age of Piracy in the Caribbean was coming to a close, the story of the most successful pirate was only just beginning on the other side of the Atlantic. To put it in context, Blackbeard captured about two dozen vessels during his time; Captain Kidd really only took two; Bartholomew Roberts captured close on 400 in a three-year period. He was one of the few pirates who managed to seize a man o' war, a vessel with 42 cannons, which he called the Royal Fortune.

Bartholomew Roberts was third mate on the slave ship Princess when she was captured by pirates off the coast of Africa in 1719. The pirate captain was killed six weeks later by Portuguese soldiers on the West African island of Príncipe. The crew voted Roberts to take the helm. Roberts embraced his new role and emerged as a born leader; he was very disciplined and ruthless and, exceptionally, he was a pirate who abstained from alcohol. He took many bold decisions, such as one particular incident, which occurred when he encountered a flotilla of 42 Portuguese merchant ships near the South American coast. As they awaited their armed escort vessels, he boarded one of the ships and forced the captain to point out the vessel in the fleet with the most valuable cargo. He boldly sailed up to the top prize, boarded her and made off with a hold full of gold and jewels. In 1721, Bartholomew Roberts attacked a man o' war carrying the Governor of Martinique. Legend tells how he hoisted a French flag to pose as a merchant ship and then opened fire at the last moment. On boarding the ship, he had the governor strung up.

The HMS Swallow of the Royal Navy brought an end to Roberts' plunder. The 50-gun ship encountered Roberts' Royal Fortune as it lay at anchor near the West African coast. Roberts was trapped and outgunned. As he tried to sail to safety, adverse winds enabled the Swallow to fire several broadsides. The pirate captain was struck by grapeshot, which tore open his throat. The crew honored his wish to be buried at sea, his body never to be found.

Black Flags

The skull and crossbones is the conventional symbol of piracy, striking fear into the hearts of luckless merchants across the Golden Age. There were, in fact, nearly as many flags as pirate vessels at this time. Flags used a variety of symbols with skeletons, swords, skulls, cross bones, hourglass, (bleeding) hearts being the most common.

Flags were generally in one or a combination of the colors black, white and red. The full, bright red flag was originally used by French pirates and became known as the jolie rouge, which evolved into the English Jolly Roger.

Bartholomew Roberts is reputed to have used at least four different flags. His most common being the black and white skeleton with a pirate holding an hourglass.

As his activities developed, Bartholomew Roberts came into conflict with the islands of Barbados and Martinique, and their governors sent armed ships to pursue him. This inspired him to develop a second flag, which had a black base with a white pirate (himself) standing on two skulls, beneath which were the letters ABH and AMH: "A Barbadian's Head" and "A Martinico's Head".

When Roberts sailed to Africa, he used a black flag with a white skeleton. The skeleton held an hourglass in one hand and crossbones in the other. A spear and three drops of blood lay next to the skeleton.

In his final battle, Roberts selected a flag depicting a skeleton and a man holding a flaming sword.

In Assassin's Creed IV, Kenway receives his own flag from none other than Blackbeard, when in the company of Hornigold. It is a solid black flag, and thus Blackbeard expounds: "We fly no colors out here, but praise the lack of 'em. So let the Black Flag signal nothing but your allegiance to man's natural freedoms. This is yours. Fly it proud."

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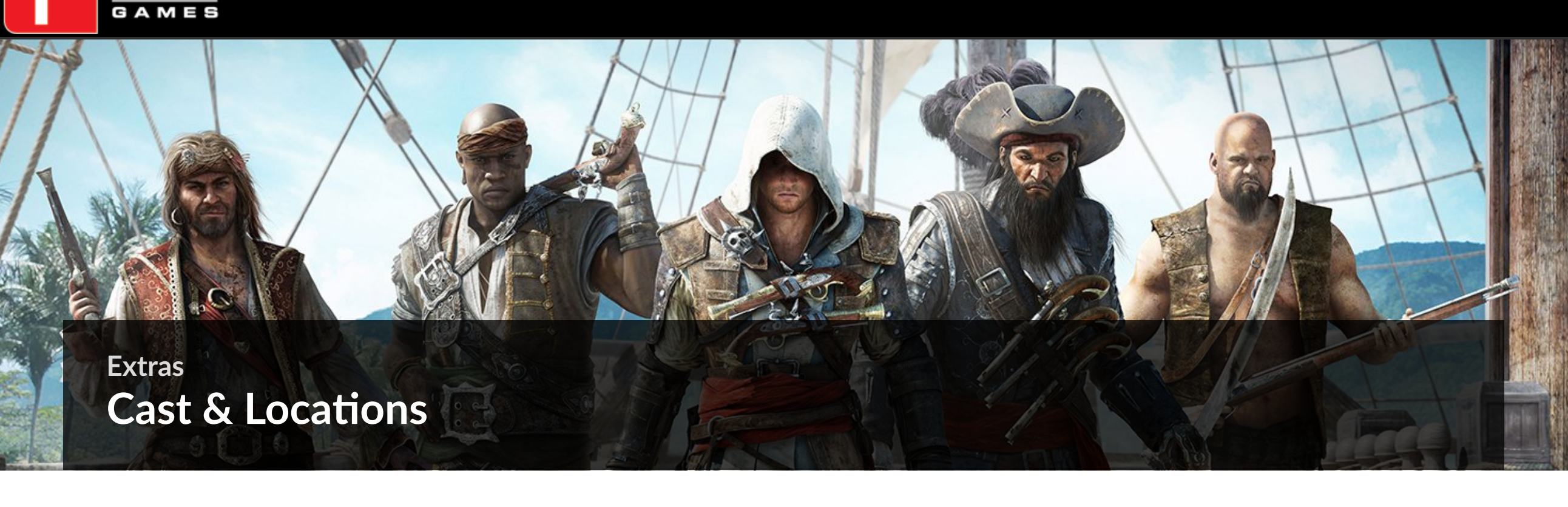

Extras

Cast & Locations

In this section, we offer a concept art tour of the Assassin's Creed IV world arranged in an order that broadly reflects the chronology of the game, and illuminating signature quotes from the main protagonists.

Edward Kenway

Caroline Scott: "Why not sail with the King's Navy? Earn a proper wage. Sail under gentlemen."

Edward Kenway: "Sod the Navy's gentlemen. For every Shilling I'd earn, the Captain'd get six hundred. That's no way to earn a fortune."

Caroline Scott: "We don't need a fortune."

Edward Kenway: "It's not about need, Caroline.

I want food that don't make me sick.

I want walls that hold back the wind.

I want a decent life."

"God sink me for this pittance. One thousand Reales for those maps. That's what? A hundred pounds at most. How's a man supposed to become rich in these times with a miser like Torres running the world?"

"It's funny that with scurvy, the fix is more pleasant than the cause. When you catch a dose from a whore and must treat it with quicksilver, you're fonder of getting the disease than of curing it."

Caribbean

Julien du Casse: "Where the sun is brightest, hearts are darkest."

GOVERNOR LAUREANO DE TORRES Y AYALA

"Mark and remember our purpose. To guide all wayward souls 'til they reach a quiet road. To guide all wayward desire 'til impassioned hearts are cooled. To guide all wayward minds to safe and sober thought. By the Father of Understanding's Light, let our work now begin."

"For two decades now I have endeavored to locate this Observatory… a place rumored to contain a tool of incredible utility and power. It houses a kind of armillary sphere, if you like. A device that grants us the power to locate and monitor EVERY man and woman on Earth, whatever their location. Only imagine what it would mean to have such a power. With this device, there would be no secrets among men. No lies. No trickery. Only justice. Pure justice. This is the Observatory's promise. And we must take it for our own."

"A body enslaved inspires the mind to revolt.

But enslave a man's mind, and his body

will trot along naturally. Efficiently."

Woodes Rogers

"Soon all the monarchies of the world will be obsolete. And when that day comes, men like Torres and myself will reveal ourselves as the architects of their undoing."

Julien Du casse

Woodes Rogers: "You've got my two best pairs of matched pistols, Duncan, so handle them with care.

Edward Kenway: "If I had eight, I'd treat each as my own son."

Woodes Rogers: [laughs] "Quite".

Julien du Casse: "I once fought beside a man who carried nine on his person. They were a boon in battle, but hindered his ability to swim, sadly."

"Is petty larceny the extent of your ambition? Have you no mind to comprehend the scope of ours? All the empires on earth, abolished! A free and opened world, without parasites like you! May the hell you find be of your own making!"

"I have no love for Assassins, but even less for liars."

Jungles

Opía Apito: "This jungle is still thick with vines and trickery."

Benjamin Hornigold

"I am Captain Hornigold and this is my crew. We're sailors like yourselves, but quite unalike in our purpose. For we intend to take all that you own. Yet no harm shall befall any man, so long as he remains at ease."

"After you subdue a prize, project authority and demand respect that you would never give yourself. This weaves a spell over soft minds. For your victims must always have in the back of their minds the uneasy idea that you could snap at any moment, and unseam them from prick to sternum."

Charles Vane

"So this is the new Libertalia, eh? Stinks the same as every squat I've robbed this past year."

"The pardon up your ARSE, Governor!"

Pirates

Edward Kenway: "Gentlemen! As is custom among our kind, we do not plunge headlong into folly on the orders of a single madman, but act according to our own collective madness."

Pirates: [laughter]

Edward Kenway: "The object of our attention is a square-rigged galleon, and we want her for the advantage she'll bring Nassau. So I'll put it to the vote: all those in favor of storming this cove and taking this ship, stomp and shout aye!"

Pirates: [shouting] Aye!

Edward Kenway: "Those who oppose… whimper nay!"

Pirates: [silence]

Edward Kenway: "Never was the King's Counsel

this unified."

Solider 1: "The way I see it is, sword fighting is a little like making love. It's not always what you do, but what you say."

Solider 2: "A pity for you then, eh? You're the most inarticulate bugger I ever met."

Solider 1: "Oy, man! That ain't… that ain't… nice."

Havana

Unnamed pirate: "Curse you lot! And curse this bloody city! The Venice of the West Indies, they said! The jewel of Civilization? Bah! Syphilization, more like it. Yellow fever and misery!"

Blackbeard (Ed Thatch)

The QUEEN ANNE'S REVENGE

"Caution's nothing without charisma! For if a man plays the fool, then it's only fools he'll persuade. But appear to be the devil, and all men will submit."

"I drink damnation to you and your men, who are cowardly puppies! I shall give nor take no quarter."

"Why fly a black flag when a black beard will do?"

Nassau

Benjamin Hornigold: "We had here a rare opportunity; a chance to take something base and shape it into a government, made and maintained by men of vision. But in two years we pissed it away. I won't make that mistake again."

Blackbeard: "Jaysus Edward. Living like this is like living with a large a hole in your gut, and every goddam time your innards spill over the ground, you're obliged to scoop 'em up and shove 'em back in. When Ben and me first set down in Nassau, I undervalued the need for folks of character to shape and guide the place to its full purpose. But I was not wrong about the corruption that comes with that course. Once a man gets a taste of leadership, it's hard for him not to wonder why he ain't in charge of the whole world. I know these men think me a fine captain, but I bloody hate the taste of it. I'm arrogant. I lack the balance needed to lead from behind the crowd."

Adewalé

"With this skin and this voice, where can I go in the world and feel at ease? This country here is my best chance. This country called Jackdaw, where I know all citizens, and they know mine, and we work together. Not always out of love, but to keep our country afloat."

Edward Kenway: "Can you feel it, Adé? We're moments away from the grandest prize of all."

Adewalé: "I feel nothing but a hot wind in my ears, Captain."

"To fight beside a man so driven by personal gain and glory is a hard thing, Edward. And I have come to feel the Assassins – and their Creed – a more honorable course."

The Jackdaw

Edward Kenway: "I've made my choice, Adé. I'm calling her the Jackdaw. For a sly bird I loved as a child back in Swansea."

Naval Battles

Blackbeard: "We've knocked them on the heads except three or four. Let's jump aboard and cut 'em to pieces!"

Adewalé: "Beat to quarters, lads! We're sailing into hell!"

Open Sea

Traditional song, as sung by Charles Vane:

"Here's a health to the King and a lasting peace

To faction an end, to wealth increase;

Come, let us drink it while we have breath,

For there's no drinking after death,

And he that will this health deny,

Down among the dead men,

Down among the dead men,

Down, down, down, down,

Down among the dead men let him lie."

Underwater Diving

Ah Tabai

"It will take more than a few favors to call yourself a true Assassin, Edward."

James Kidd (Mary Read)

James Kidd: "You're married, are ya?"

Edward Kenway: "In God's eyes, I am. She left me some time ago."

James Kidd: "Even so, keep that fact hid away. Most of these pirates don't respect a man with higher commitments than rum and plunder."

"No one honest has an easy life, Edward. It's aching for one that causes the most pain."

"To be blunt… we kill people. Templars and their associates. Folks who'd like to control all the empires on Earth, claiming it's in the name of peace and order."

The Assassin Hideout

James Kidd: "We're Assassins and we follow a Creed, aye. But it doesn't command us to act or submit… only to be wise."

Edward Kenway: "Oh do tell. I'd love to hear it."

James Kidd: "Nothing is true, everything is permitted. This is the world's only certainty."

Edward Kenway: "Everything is permitted? I like the sound of that. Thinking what I like, and acting how I please."

James Kidd: "You parrot the words… but you do not understand them."

Pirate Life

"I'd follow you to hell for this, mate!"

"I was a Navy man once, but I found a better life sailing under a black flag. And you could too, mate."

"Sails ho, on the horizon!"

Anne Bonny

"Then I'll be up the duff the next time you come knocking!"

"I miss them so, rough as they were. Do you feel that too? All empty inside, like."

Calico Jack (Jack Rackham)

"Now. Where can a man find a bit of rough, d'you know?"

"Oy! Lad! That's my lass you're making love to! Lay off or I'll cut ya!"

Edward Kenway: "You weren't much of a friend, Jack Rackham, nor an able sailor neither… but you were strange and lively, and you made me laugh more than once… and that's enough to make me sorry for seeing you like this. I hope you've found a lasting peace, down there among the dead."

Kingston

Laureano Torres: "So many churches in Kingston. Have the English at last taken to converting their slaves to the Christian faith?"

Charleston & North Carolina

Bartholomew Roberts

"For I have dipped my hands in muddied waters, and withdrawing them find 'tis better to be a commander than a common man!"

"A merry life and a short one, that's my motto. It's all the optimism I can muster."

Bartholomew Roberts: "All men desire to live by a code, or a creed, yes? Yet when pressed, most defer to their instincts rather than the laws that bind them. But what is the appeal of a creed if it does not yoke all men to like behavior?"

Edward Kenway: "Might make a man feel like… he belongs to something. What's your answer?"

Bartholomew Roberts: "Ah… that all men are sheep. And that an old wolf like me deserves every ounce of blood he draws."

Edward Kenway

"For years I've been rushing around, taking whatever I fancied, not giving a tinker's curse for those I hurt. Yet here I am with riches and a reputation, feeling no wiser than when I left home. Yet when I turn around, look at the course I've run… here's not a man or woman that I love left standing beside me."

"If nothing is true, then why believe anything? And if everything is permitted… why not chase every desire? It might be that this idea is only the beginning of wisdom, and not its final form."

Bartholomew Roberts: "A merry life and a short one, as promised! How well I know myself. And what of you, Edward? Have you found the peace you seek?"

Edward Kenway: "I'm not aiming so high as that. For what's peace but a confusion between two wars?"

TULUM, Mayan Ruins & Temple

Edward Kenway: "Whatever's waiting at the end of this path had better be worth my time."

The Observatory

Laureano Torres: "For two decades now I have endeavored to locate this Observatory… a place rumored to contain a tool of incredible utility and power. It houses a kind of armillary sphere, if you like. A device that would grant us the power to locate and monitor every man and woman on Earth, whatever their location."

Bartholomew Roberts: "There were many stories about this place once. Tales that turned into rumors, and again into legend. The inevitable process of facts becoming fictions, before fading away entirely."

"Think of this place as a large spyglass, like we sailors carry. A device… capable of seeing great distances."

Abstergo Entertainment

Olivier Garneau

Melanie Lemay

Abstergo Bunker & Server Room

JOHN FROM IT

"So! They tossed you in the bunker. Nice! Those Templars upstairs aren't taking any chances."

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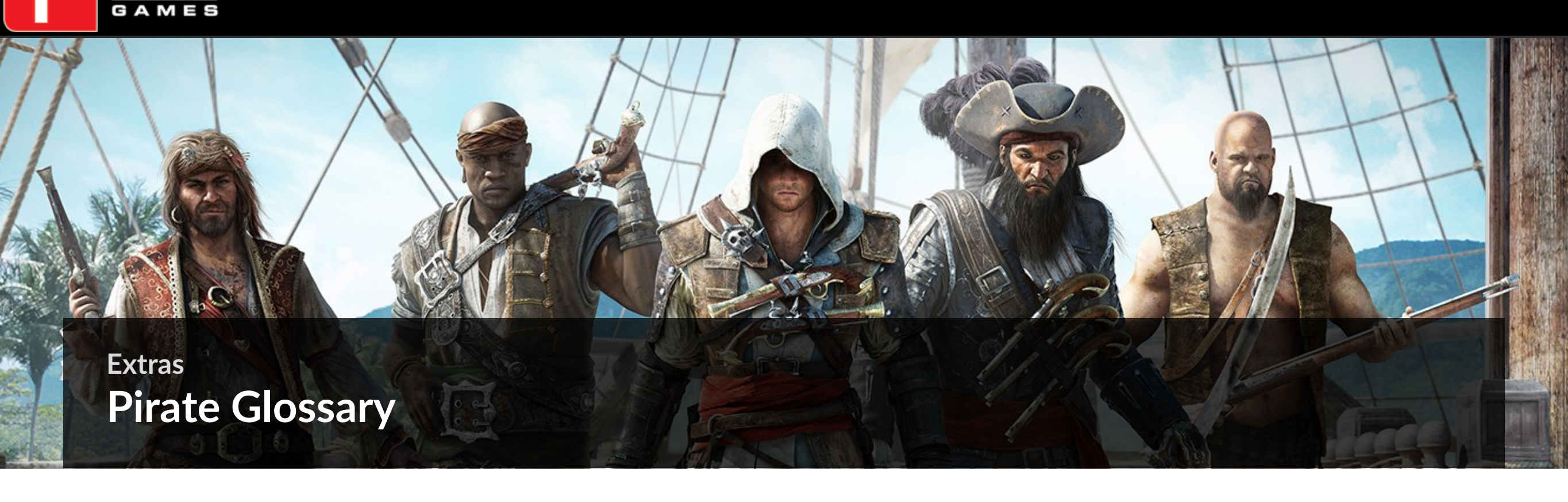

Extras

Pirate Glossary

Assassin's Creed IV has a story strewn with wonderful-sounding but decidedly unfamiliar words. Many of the strange (and often obsolete) words and terms are of British origin, but even citizens of the modern United Kingdom or Ireland would likely struggle to offer a definition for "billy-huff" or "cully". For everyone raised outside those sceptered isles, there are countless instances where certain utterances might only trigger a flicker of comprehension through context.

In part to elucidate, then, but mostly to amuse, we have assembled a glossary of the most enjoyable yet obscure pieces of language that you may hear during Kenway's exploits in the Caribbean. As we employ dozens of direct quotes from the game, purists should be aware that this section contains numerous (though usually mild) story-related spoilers. If you are wary of such things, you may wish to return after completing Sequence 11 of the main storyline.

avast

An interjection of nautical origin that means "stop" or "cease". Just after Kenway receives his blowpipe from James Kidd, one of the Mayan prisoners attempts to flee from his British captors – to which, a soldier shouts: "Avast, you bloody heathen!"

"bag of shite"

British vulgar phrase primarily used to signify that something is utter nonsense. When Charles Vane learns of the King's Pardon offered to the pirates of Nassau, he decries it in this fashion: "Bag of shite! Do you hear me? It's a bag of bloody shite!"

betty

A woman, usually attractive. Benjamin Hornigold uses this word when castigating Kenway for caring about his estranged wife: "Still dreaming on about that strumpet back in England, when you could have any betty you wanted, here and now."

billy-huff

A "billy" is a male goat. An archaic use of "huff" was a synonym for "braggart": someone possessed of an inflated sense of their own worth and ability. James Kidd uses this creative epithet when describing the fate of Calico Jack Rackham after his earlier act of treason: "This billy-huff didn't last two months with your ship before he came limping back to Nassau."

bit of rough

A sexual partner, usually of a lower class. Calico Jack enquires about the availability of such individuals on his arrival in Nassau: "Oy. Where can a man find a bit of rough, eh?"

bollocks

A vulgar British term meaning "testicles", but most commonly employed as a rebuttal to senseless talk. "Ah, that's bollocks, that is!"

bravo

Slang for "soldier" or – in the context that a cynical Kenway employs it when appraising the earnest nature of the Brotherhood – "assassin". "By God, you bravos are a cheery bunch. All frowns and furrowed brows."

breeches

A garment worn from the waist down that fell out of favor in the eighteenth century; forerunner to pantaloons and, later, trousers. When Blackbeard and James Kidd express alarm at a thick fog that envelops the Jackdaw, Edward Kenway is quick to reassure them: "Don't soil your breeches, lads. I got this."

"by Jove"

Archaic British interjection used to express surprise. It is a so-called "minced oath", a curse with the potentially offensive element (in this instance, "God" – as in "by God!") omitted in favor of "Jove", the Roman deity Jupiter. This exclamation is used not only by the singular Stede Bonnet ("By Jove, you're alive!"), but also by Bartholomew Roberts shortly before his death: "By Jove, Edward Kenway! How can I not be impressed by the attention you've paid me!"

"catch you up"

An obsolete British form of farewell (in its "see you soon" context) that has evolved into "catch up with you later" or, indeed, "catch you later". Favored by Edward Kenway.

chap

A man; a fairly neutral term with no obvious negative connotations. Though perhaps dated, it's still used in Britain, Australia and New Zealand.

codger

An old man; can be delivered with a measure of affection or, as James Kidd intends in the following quote, in an entirely derogatory fashion: "See that mangy old codger? He's a Dutch slaver called Laurens Prins."

corker

Dated slang used to signify that a thing or person is remarkable, even exceptional: "This tale of pirates is a corker!" Used by Edward Kenway in a curious (possibly conciliatory, perhaps mocking) context when marooned with the increasingly unhinged Charles Vane: "I mean you no harm, you corker! Now let's work this out like gentlemen."

cur

Archaic; a detestable or despicable person. An insult directed at Kenway by Charles Vane: "I see you coming, cur!"

cully

A fool, or someone who is easy to mislead or trick. Used by the Templar hatchetman Cockram to describe Kenway: "A cocksure cully, just like Hornigold said."

dandy

Used to describe a man who appears overly concerned with his apparel. James Kidd uses it as a playful insult while ascertaining the origin of Kenway's Brotherhood garb. "Did you steal that costume from a dandy in Havana?"

"dash my buttons"

Another wonderful example of euphemistic language ("dash" was classically used in place of "damn") by Stede Bonnet, whose penchant for the "well X my Y!" school of profanity-free exclamations is an endearing character trait: "Dash my buttons! Your life seems a grand one, if I may say. So full of adventure!"

do

A party or social gathering. Used by a British soldier to explain the drunkenness of his peers to the plantation owner as Kenway lurks nearby: "Bit of a do, sir. That's all. It's Wilmington's birthday."

"doing my head in"

British idiom, still in use. To "do someone's head in" is to cause mental anguish, ranging from minor irritation to events that temporarily preclude rational thought. Kenway uses it to express his profound shock at the interior of the Observatory: "Look at this place. It's doing my head in."

dose

An informal term for venereal infections: to "catch a dose" is to contract one.

drawers

A slang term for underpants; also used to describe other forms of clothing covering the legs, such as trousers. When Stede Bonnet timidly enquires if Kenway might retrieve his impounded sugar cargo, the pirate replies with a laugh and another question: "What, in me drawers? We'll see what happens."

doubloon

A Spanish gold coin, discontinued as currency midway through the nineteenth century. Many of these were minted in the New World, which explains their popularity in pirate tales: a ship bearing doubloons for return to Spain would be a fine prize.

"dust up"

A fight or quarrel; usually a fist-fight. Used in a taunt when Kenway starts a tavern brawl on arrival in Havana: "You want a dust up, I'll give you one."

filch

To pilfer, pinch or snatch: to steal another's belongings. Kenway actually uses it to describe the thief who made off with Stede's purse: "That filch was no fuss."

flash

In addition to its more universal meanings, "flash" is also used as an adjective in British English to describe someone who is conspicuously wealthy, or prone to ostentatious displays (usually involving possessions or money). Kenway uses it to tease Stede Bonnet when the latter expresses his wish to avoid being identified as a pirate again: "Right. Flash rogue like yourself must be cautious."

fussock

A fat and unwieldy woman. Used by Blackbeard in a disparaging description of a Spanish galleon that he proposes to steal: "She's a fussock she is. Fat and slow."

gob

Slang for "mouth". When a sailor recognizes Kenway at an inopportune moment, he attempts to avoid identification as a pirate with the following harsh whisper: "Shut your fucking gob or I fill it with shot. You hear me?"

gobshite

Still a popular insult in the UK and Ireland. Fairly offensive when used to describe an individual prone to talking too much ("Will that gobshite never shut up?"), but also employed as a more contextually damning character appraisal to suggest stupidity. The latter use is favored by a dying captain when he directs the following insult at Blackbeard: "Suck a muzzle, gobshite."

hampers

Slang for trousers or underpants. Can be contracted to "hams". Used in a fantastic battle cry by Benjamin Hornigold: "Over the top, lads! Kick 'em in the hams and give 'em a taste of British steel!"

"I haven't the foggiest idea"

Means "I don't know"; to have no satisfactory answer to a question.

"I'll be buggered"

A more ribald and playful equivalent to "I'll be damned!"

jackanape

An upstart; a person marked by impudent behavior, and aspirations above their accepted station. Though dated and rarely used, its modern form is closer to "mischievous", but this is certainly not the intended meaning of the slaver captain when he shouts at Kenway and Charles Vane: "You made hash of my sails and rigging, jackanapes!"

jagabat

A loose woman or prostitute. Used by Adewalé as he motivates the Jackdaw crew: "Save your singing for Davy Jones, you jagabats! It's a hard wind coming."

kip

To sleep; similar to the more contemporary "crash". Kenway uses it after the journey to Havana at the start of the story: "I'm dying for a quick kip. Or a siesta, should I say."

knave

Archaic insult: a scoundrel, deceitful and unreliable. Hurled at Charles Vane by a furious Kenway: "You goddam fucking knave, Vane!"

"lay off"

Leave alone. "Lay off me, mate!"

lily-livered

Easily frightened; a coward. Derived from a medieval belief that the liver was the source of a person's courage.

lobster

Derogatory term for British imperial soldiers, due to the distinctive color of their uniforms. In Nassau, a pirate makes the following claim: "If a lobster sticks his nose in my business, I'll slice it off, I swear!"

lubber

A person who is awkward and stupid, or an inexperienced sailor. Used by a British soldier to describe Stede Bonnet: "The Commodore's gone ahead to Kingston. We're to commandeer this lubber's ship and follow."

mate

Ostensibly a friend or buddy, though additional meaning is conveyed via inflection; it could be used to address a close companion, casual acquaintance or even an enemy – as when Kenway assails a cutpurse. "You robbed the wrong man, mate. A fella with dangerous friends."

mucker

Friend; buddy. More readily used as a term of endearment, as in this greeting made by a British sailor: "Ryder, me old mucker. Bit warm tonight, ain't it?"

muckworm

A person who derives their wealth from the exploitation of others. Kenway uses it to describe his father-in-law: "That old muckworm. He's wrong about me."

mug

In addition to its more common usages, can also mean "face". When Charles Vane resolves to kill Kenway, he cries: "I'm not going to sail again in a world cursed by your ugly mug!"

natty

Used by James Kidd when Kenway prevents an attempt to kill Laurens Prins ("Keep your natty hands off me!"). This is Jamaican slang meaning "knotty" – covered in knots – and used here to suggest old age.

pickled

Extremely drunk. Uttered by the plantation owner followed by Kenway when he discovers that his guards are worse for wear: "And you saw fit to get pickled on duty!"

pie-hole

Mouth. When disturbed by the shouts of the imprisoned Anne Bonny, a British soldier shouts: "Hush your bloody pie-hole."

pillock

An idiot. Used on a number of occasions, but Benjamin Hornigold's use of this word is probably the best example: "It were Blackbeard who struck first. Opened fire on a British Man-O-War, the bloody pillock!"

piss-pot

Used by Kenway to insult a drunk British sailor ("Lucky King George, having a piss-pot like you flying his flag"). Probably employed to mean "contemptible person", derived from the vulgar slang for a chamber pot, rather than the contemporary Australian meaning of "drunkard" – though both are equally appropriate here.

prattling

Incessant chatter. Just before the Assassins attempt to liberate the Sage, Julien Ducasse makes the following warning: "Enough prattling! We must be quiet and cautious, or everyone dies!"

puffer-duff

Another marvelous interjection by Stede Bonnet ("Oh, puffer-duff… I have led us astray, Duncan"). A "puffer" is an archaic word used to describe someone employed to unscrupulously drive up prices during an auction. Based on the context, "duff" could mean any number of things – something fake or worthless, perhaps, or even coal dust, dough or crumbs.

"Put a cork in it"

Shut up; sometimes in a "don't be stupid!" fashion. When Stede Bonnet laments his advancing years, Kenway replies: "Oh, put a cork in it, Bonnet. You're twenty-six going on ten."

"raise a cloud"

To light a pipe of tobacco.

rapscallion

Equivalent to "rascal" or "rogue".

royster

Archaic; a reveler or drunkard. In a fight, Charles Vane uses it to insult his assailants: "Come at me you roysters! You scurvy maggot brains!"

sauced

To be extremely drunk; the state of a person who has imbibed a little too much sauce.

scallywag

Now more appropriate for playfully scolding a child, but once an insult equivalent to "knave" or "rogue". Used by Bartholomew Roberts: "If this scallywag gives us away, I'll paint the quarterdeck with his brains."

"old scratch"

A curious insult uttered by James Kidd when tackled by Kenway ("Damn you, old scratch!"). "Old scratch" is a colloquialism for a monster, demon or devil.

shanker

Obsolete form of "chancre"; a skin lesion or hard nodule, which may topically refer to the dreaded syphilis. An insult directed at Charles Vane by Kenway after he savagely beats the crazed pirate: "Don't save me a spot in hell, shanker. I ain't coming soon."

shilling

A defunct British coin worth one twentieth of a pound.

shitbird

An objectionable or unpleasant person. Kenway employs this vulgarity when chasing a thief: "I'm close at heel, shitbird!"

shite

British and Irish cognate of "shit"; can be (and indeed is) used in exactly the same way.

skint

Poor or destitute; short of money. "Oy! Lend us a doubloon, sir. Or a peso if you're skint!"

skulk

As a noun, someone who is known or witnessed to hide, sneak or actively avoid labor. A drunk sailor uses it to address Kenway prior to a tavern brawl: "Oy! Skulk! I seen your face before."

sneaksby

Now obsolete; used to describe a sly or sneaky individual. Kenway memorably utters it during his pursuit of Duncan Walpole: "I'm on to you, Sneaksby!"

sourpuss

A person characterized by a miserable nature and facial expression: "What a sourpuss he is."

squat

Obsolete slang term for an affordable boarding house or inn. On arrival in Havana, Kenway asks: "So where's the best squat in town?"

strumpet

A disreputable or promiscuous woman. Benjamin Hornigold uncharitably opts to use it while discussing Kenway's wife, Caroline: "Are you still dreaming on that strumpet back in Bristol? Jaysus, let 'er go, lad."

tabarnak

A sacre, a form of profanity used in Quebec French. It's an all-purpose expletive and intensifier. In the present-day portion of the story, Olivier Garneau employs it after a tense conference call with Laetitia England: "Tabarnak! It's a little too early for that kind of abuse."

tinderbox

A box carried for holding tinder, material for starting a fire; precursor to matches and lighters. Benjamin Hornigold, regarding the Jackdaw for the first time, uses it to gently disparage Kenway's new ship: "Not a bad looking tinderbox you got there."

tippler

A drunkard. Someone known to regularly enjoy a "tipple" – an alcoholic drink.

tosh

Rubbish; delivered as a rebuttal to (or description of) nonsensical, silly or pretentious words. When Kenway says of piracy "It ain't work if you love it", Ed Thatch laughs and responds with "Tosh!"

tosspot

An idiot; once also used to mean a chronic drinker. Used to appraise a drunken Kenway by his disapproving father-in-law: "This tosspot is a ruined man, Caroline."

trick

Kenway employs a less common use of the word, meaning a period of work or duty: "I did a decent trick at the helm some time ago. Two years before the mast as a privateer."

twaddle

Nonsense. Blackbeard was entirely unconvinced by tales of the Observatory, and the riches it would bring: "Not that twaddle again, Kenway. That's a story for schoolboys."

tyro

A novice. After naming the Jackdaw, Kenway asks Adewalé: "And as Quartermaster, have you any immediate counsel for this tyro captain?"

welcher

Someone who swindles you. Charles Vane uses it as a damning character appraisal of Kenway, who he blames for their predicament while marooned: "It's either you or me who's leaving this island alive, welcher!"

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Primer

Game Structure & Progression

This chapter focuses on abilities and concepts introduced during the early Sequences of the Assassin's Creed IV Black Flag story, and acts as a companion to the opening sections of the extensive, step-by-step walkthrough that follows.

While those who choose to read and consume the Primer in a single sitting will gain a broad understanding of the Assassin's Creed IV world and its many features, there's really no harm in skipping straight to the game, with our Walkthrough chapter as your guide.

As the opening hours of the adventure introduce new concepts and abilities, we provide page references that will enable you to return to this chapter to learn about topics when they become relevant to your progression or performance. This approach means that you can avoid explanations or advice that you might find to be painfully obvious or redundant (of particular interest to readers well-versed in the Assassin's Creed series to date), but easily learn more about fundamental abilities that are rather more complex or broader in scope.

For later Sequences, the Reference & Analysis and Side Quests chapters take over as your primary source of insight, advice and analysis for new features and secondary gameplay challenges.

Main Missions & Optional Challenges

Assassin's Creed IV begins with a linear collection of main missions that gradually introduce gameplay concepts, abilities and different styles of challenges. For newcomers, the low difficulty of these opening tutorials offers a great opportunity to experiment and get a good feel for the game.

Once you complete the first few Sequences (story chapters), the "sandbox" begins to open up. In addition to main story missions, you will encounter a vast wealth of side quests, minigames and incidental challenges. Many of these are purely optional. However, participation will make your character wealthier – and, as a consequence, stronger and better equipped.

As the number of potential activities grows, you will find that all of the game systems that you encounter – from brief diversions to major side quest chains – are interconnected in one sense or another. Rather than taking a direct line to the next chapter in the main storyline, then, it's generally far more rewarding to unhurriedly investigate and enjoy uncharted areas that you encounter on the way, or new feature unlocks as they are brought to your attention. There is an astonishing level of variety in Assassin's Creed IV, and taking the time to explore it fully will pay off not just in terms of bonuses, but also in the sheer level of enjoyment you can gain from the overall experience.

Synchronization

Synchronization is both the measure by which you succeed in the Animus, and the means by which you can judge your performance in each main Memory and side quest – and, for that matter, the entire game as a whole. Essentially, it's a representation of how much of the game you have completed, 100% Synchronization being the ultimate goal. Almost every mission or task you engage in has a Synchronization score, which is added to your cumulative Synchronization rating after you complete it.

You can view your current Synchronization for individual Memories and total progress via the Progress Tracker tab in the Pause menu.

Desynchronization

While Synchronization is a measure of success, Desynchronization is the consequence of failure. You cannot change the lives of the characters whose memories you explore, but must experience them with great fidelity. Diverging too radically from the "true" course of events causes Synchronization to be lost – and a swift return to a previous checkpoint.

Desynchronization can occur under the following conditions:

- **Death:** This ensues whenever the Life Bar is reduced to zero, which happens most frequently in combat situations, but is also the result of falls from great heights.
- **Failed objectives:** Failing to comply with key mission parameters will lead to a return to a previous checkpoint.
- **Moving out of bounds:** Attempting to visit a specific locale before the appropriate time, or moving outside the confines of a current mission area can cause a loss of Synchronization. There is a clear visual cue that provides a strident visual warning whenever you approach such boundaries ( ). Take heed, and move away swiftly.
- **Anomalous behavior:** If you attack allies, civilians or domestic animals, Desynchronization will occur if you persist after ignoring an initial message of admonishment. There is, of course, a little leeway. Accidentally wounding the wrong individual during a pitched street brawl won't lead to serious repercussions.

Optional Objectives

In addition to mandatory objectives (such as avoiding detection, protecting allies or winning battles), main story missions and many side quests also feature Optional Objectives. Completing a mission might contribute 80% of the Full Synchronization total, but to gain the maximum value, you also need to fulfill the secondary criteria set out in the Optional Objectives.

On one level, these exist to encourage a certain style of play: to make players surrender the assassination abilities and attempt a bloodless infiltration of a heavily guarded area, for example. Others function as a more direct test of your prowess, such as a time limit for the completion of a specific task.

The main reason to complete Optional Objectives is to increase your Synchronization rating. If this isn't important to you, or you would prefer to return to a challenge later, there is absolutely no penalty for failure.

Progress Tracker & Memory Replay

The Progress Tracker option in the Pause menu enables you to study your progress in all main story missions and side quests to date. In addition to your total Synchronization, you can also check individual Memories to find instances where you are missing an Optional Objective, and replay them if you wish. The Replay option moves Kenway back in time and places him next to the appropriate Memory Start marker.

- Hold to jump to the end of cutscenes. Note that certain cinematic sequences (such as short establishing shots or transitions) cannot be skipped.
- You must complete an entire Memory and wait to be returned to the DNA Tracker menu for Optional Objectives to be recorded. Partial playthroughs do not count.

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Primer

Onscreen Display

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Primer

Default Controls Summary

As Xbox 360, Xbox One, PS3, PS4, Wii U and PC players own different control devices, we use the standardized terms presented in the table below to refer to each button in many areas of the guide. These should be easy to recognize, but you can refer back here if you need to refresh your memory at any point.

Note that this is not an exhaustive list of controls and commands, but simply a handy recap of all functions that are most pertinent during the opening stages of the game. You will find a complete moves overview in the Reference & Analysis chapter. Our guide to all naval controls and features are found within the Naval Guide section, though reading it is by no means necessary until you reach later Sequences – onscreen prompts will tell you everything you need to know during early missions.

Xbox 360 & Xbox One	PS3 & PS4	Wii U	Standardized Term	Summary
				Used for basic movement; also employed for directing attacks during combat.
				Used to control the game camera.
				Used to equip the weapons and tools of your choice.
				Most regularly used to perform manual jumps, the Fast Walk ability, and to break an enemy's defense.
				As well as being the main button for interactions, it's a regular feature in all areas of the game – particularly climbing (releasing ledges) and combat (it's the gateway to the vital counterattacking system).
				The primary attack button; also used to perform assassinations.
				Activates the currently selected Tool – a secondary weapon (such as a pistol).
	(PS3) (PS4)		High Profile Button	Hold to switch to High Profile mode, which enables activities such as faster movement, free running and climbing. Also used to fire weapons while aiming manually.
	(PS3) (PS4)		Manual Aim Button	Hold to activate Precision Mode, which is used to manually aim projectile weapons.
	(PS3) (PS4)		Collectibles Button	Hold to display a summary of activities and collectibles in your current location.
	(PS3) (PS4)		Reload Button	Used to reload Kenway's pistols.
				Activates Eagle Vision.
				Forces the game camera to face directly ahead.
(Xbox 360) (Xbox One)	(PS3) Options Button (PS4)		Pause Button	Enters/exits the Pause menu and the Animus Database entries that appear onscreen.
(Xbox 360) (Xbox One)	(PS3) Click Touchpad (PS4)		Map Button	Opens the main map.

To avoid confusion and over-lengthy lists of buttons and keys throughout this guide, we reference console button commands only. If you don't already own one, we can't overstate the difference that a good twin-stick joypad will make. Any brand of wired Xbox 360 controller will suffice, and they're now widely supported by PC game developers.

Note for PC Players

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Primer

On-Foot Movement

Walking & Running

- **Movement & Camera:** Use to move Kenway, and to control the camera. Note how Kenway's movements are made in relation to the direction that the camera is facing. Tilting forward will always cause him to move "into" the screen. You can also click at any time to swiftly align the camera in accordance with the direction that Kenway is facing.
- **Fast Walk:** While walking with , hold to activate the Fast Walk function. Kenway will move at a slightly faster pace, and automatically reach out to gently push civilians aside, making it extremely useful for navigating crowds. It's also a great way to keep pace with a target without attracting attention by breaking into a jog or run.
- **Run:** Use + High Profile Button to make Kenway run. The degree to which you tilt and the extent to which you hold down the High Profile Button governs his movement speed. A slight extension results in a jog; full extension leads to a sprint.

Free Running

Though scaling buildings or leaping from rooftop to rooftop may seem like demanding feats, you will find that these activities don't require great finesse or advanced gaming prowess. It's actually your ability to identify distinctive free run "courses" that really matters.

As long as you point the astonishingly agile Kenway in the right direction, he will do the hard work for you. Once you acquire the ability to plan in advance, the physical inputs that enable you to move along your chosen route become an entirely instinctive activity.

- **Free Running:** Boiled down to its very essence, free running is performed by holding + High Profile Button, and directing Kenway on a course that he might reasonably hope to follow ( ). An essential lesson to learn is that Kenway will only perform jumps when a suitable surface or hand-hold is within his range. Run him to the edge of a tall building where a fall might lead to injury or death, and he will come to an abrupt halt ( ).
- **Manual Jump:** When you need to override Kenway's caution to make a leap that lies just outside his default range ( ) or may result in physical harm, press in the required direction, hold High Profile Button, then tap . To reduce the damage sustained in large falls – and, in chase situations, preserve forward momentum – hold in the direction of motion to make him roll on contact with a solid surface.
- **Free Run Courses:** You will regularly encounter free run "courses" that begin at ground level ( ). These can be used to ascend or descend quickly and safely to different elevations.
- **Swinging:** Kenway will automatically swing from poles, branches and the like while you hold + High Profile Button.
- **Leap of Faith:** Whenever you can see water or a hiding place comprising leaves, hay, branches or a similar "soft" landing position, the quickest and most convenient way to reach a lower level is to perform a Leap of Faith ( ). Tilt in the direction of the required landing position, hold the High Profile Button, then tap to perform a spectacular swan dive. The availability of a suitable landing point below is often signposted by the presence of birds or bird droppings on ledges.
- **Vault:** As the + High Profile Button combination either initiates a climb or partially "locks" Kenway to a free run course on contact with solid objects, the act of climbing over a fence or equivalent low obstruction can lead him to pause briefly as he hops onto the surface. To vault such objects in a more fluid (and slightly faster) fashion, press and hold as you approach them. You can also hold this additional button to make Kenway automatically drop from ledges and prevent unnecessary jumps.
- **Free Running in Trees:** Just as barrels, crates and upturned carts might mark the beginning of an urban free run route, many tree-based courses begin with a recognizable start point – such as a stump where a trunk once stood, with a thick bough extending outwards ( ). You might also begin by running up a trunk to reach a low branch, or by leaping from another platform, such as a rock outcrop or rooftop.
- **V-shaped Sections:** Many trees feature V-shaped sections that Kenway can leap through en route from one branch to another. Some larger trees may contain more than one V-shaped position ( ). To ascend from one V-shaped section to another at a higher elevation, tap . This is much more convenient than realigning the camera with to climb manually.
- **Route Recognition:** With free running and climbing, the real challenge isn't the use of to move: it's judicious use of to command the camera, enabling you to identify, plan and adapt your route throughout any given pursuit, escape or journey. In short, the essence of mastering climbing and free running is being able to read your environment clearly. You shouldn't just see the world in terms of doorways and windows, or trees and branches, but in a more pure sense as waypoints that combine to form routes ( ).

Climbing

- **Climbing Basics:** To begin a climb, simply run Kenway into a solid surface with obvious handholds within his reach. Use to ascend, traverse to the left or right, or descend. Employing to adjust the camera and see the route ahead is a vital skill. Buildings in urban areas invariably offer several potential climbing routes to a destination ( ); identifying the quickest and most direct of these is a talent you acquire with practice.
- **Descent:** To begin a descent from a standing position on a high vantage point, hold as you approach a suitable edge area and Kenway will peer down ( ). Press to make him drop to a hanging position on the ledge, initiating a climb.
- **Drop:** To make Kenway release his grip on a surface while climbing, tap . He will begin to fall to the ground. To perform a "catch back" on another ledge as he falls past, press towards the surface ( ).
- **Back Eject & Side Eject:** While climbing, hold the High Profile Button and tap to perform a Back Eject ( ). This will cause Kenway to spring away from a surface, automatically grabbing a ledge behind him or dropping to the ground. If you tilt sideways at the same time, you will perform a Side Eject instead.

Swimming

- **Swim:** Use to move in water, and hold the High Profile Button to increase Kenway's stroke rate.
- **Stealth Swim:** Press and hold to perform a Stealth Swim, where Kenway will dive beneath the surface, disappearing from view. You can still move with , though at reduced speed. This is perfect for evading the gaze of sentries while infiltrating guarded areas via water, or for avoiding gunshots during an escape. The white onscreen meter indicates how long you have before Kenway must surface for at least one lungful of air.
- **Exit Water:** Kenway will automatically switch to wading in shallow water. To climb onto a surface above his position but within his grasp, hold the High Profile Button and steer Kenway in the appropriate direction.

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Primer

Viewpoints & Maps

When you first arrive in a location, the entire map (and, by extension, mini-map) is blank. Fortunately, the Caribbean region is dotted with lofty vantages that Kenway can scale, known as Viewpoints ( ), and marked with a distinctive icon. After reaching the appropriate summit or perch, you can press to "Synchronize" with the environment. Viewpoints that you have yet to Synchronize with are represented by white outlines with a black center on the main map and mini-map ( ); Synchronized Viewpoints have a black outline with a white center ( ).

Synchronizing at a Viewpoint immediately reveals the surrounding terrain, including any points of interest in that vicinity, side quest start positions and other optional activities. Furthermore, whenever you stand on the beam of a Synchronized Viewpoint, all points of interest within a wide area – including collectibles and activities – are highlighted by icons superimposed over their actual position. This is a feature you'll regularly exploit when you come to use Viewpoints as Fast Travel destinations later in the main storyline, which can help to drastically cut time spent moving from A to B. For this reason, we strongly advise that you climb Viewpoints whenever you encounter them.

Main Map

You can access the main map at any time during active play by pressing the Map Button. Kenway's position is represented by the hooded Assassin icon ( ), with the accompanying arrow corresponding to the direction that the camera is facing – not Kenway himself.

Use to move around the map, and to control the zoom level. Use to zoom out to the maximum level (useful for quickly ascertaining your current position in the Caribbean), and to center the cursor on Kenway. To see a description of any icon on the map, move the cursor over it. You can also press the Manual Aim Button to bring up a complete legend for all icons used on the map. Pressing the Reload Button and Collectibles Button will make you cycle between filters and display icons by category.

Mini-Map

The mini-map shows a small portion of the main map ( ). The arrow on the outer edge of the mini-map always points north. The arrow in the center represents Kenway.

All places of interest, points of interactivity and active waypoints within Synchronized areas are marked by icons on the mini-map. The icons appear in full size when they lie within its boundaries, then shrink and disappear from view as Kenway moves away from them.

Some icons appear at all times. Memory Start locations for main story missions, objective-specific waypoints and manual markers (placed on the main map) are always clearly displayed. If these destinations lie outside of the current mini-map area, the icons will move to the outer rim of the mini-map to indicate their approximate location.

Key Map Icons

	Kenway		Enemy
	Main Story Mission		Enemy Marksman
	Ally		Viewpoint
	Target		Custom Marker
	Destination		Kenway's Ship

Fast Travel

Once the Fast Travel feature is unlocked, you can press while highlighting a suitable map icon (such as a Viewpoint or the icon of a discovered location) to initiate a near-instantaneous transfer to that locale. As a rule, your ship will always be transported with you.

Custom Marker

Though the main map screen is useful for route planning and gaining an understanding of the distances involved in many endeavors, one of its most useful features is the ability to set a Custom Marker waypoint with . This can be used to explore without losing your bearings, or to break long or complicated journeys into smaller sections.

Using a Custom Marker to highlight a map icon (such as a shop or Viewpoint) will make the site in question appear on the mini-map, even if it is a great distance away. You will also notice an icon appear on the main screen when you face the direction of your target (even if they are obscured from Kenway's view), accompanied by a distance measured in meters. This helps to simplify the process of finding known collectibles and identifying the precise position of a Viewpoint Synchronization platform.

Map Coordinates

As you zoom out on the main map, you will notice a system of coordinates. These take the form of two three-digit figures, separated by a comma.

The **first number** is the abscissa, also known as the X-coordinate. This corresponds to the horizontal axis on the map. The 0 value is set on the left (west) edge of the map, and this value increases as you move the cursor to the right (eastward), up to a maximum of 1,000 when you reach the eastern edge of the map.

The **second number** is the ordinate, also known as Y-coordinate. This corresponds to the vertical axis on the map. The 0 value is set in the bottom (south) edge of the map, and this value increases as you move the cursor up (northward), to a maximum of 1,000 when you reach the northern edge of the map.

Each point (and therefore location) on the map has a unique set of coordinates expressed as "**xxx,yyy**". This system can be of great use to ascertain the exact position of a town or an island in the Caribbean region. We also use it in the Side Quests chapter to specify the location of certain collectibles, missions and other points of interest.

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Primer

Stealth

Though more than capable of distinguishing himself in any kind of fight, there are many instances where Kenway's interests are best served by avoiding open conflict. You will often take part in scenarios where stealth is mandatory, or simply leads to a more rewarding outcome.

Low Profile and High Profile

The first lesson you should learn about stealth in Assassin's Creed IV is that if you can't stay out of sight, you should at least do your utmost to be as unobtrusive as possible until you can disappear. There is a clear distinction made between the types of actions you can perform. Those that are described as High Profile – such as sprinting, free running and attacking – are likely to draw attention, whereas Low Profile behavior pretty much entails acting like a nondescript citizen. As a general rule of thumb, actions performed while holding the High Profile Button (quite naturally) belong to the High Profile category, and are often incompatible with stealth approaches.

Detection Meters & Enemy Behavior

A distinctive circular icon appears above the heads of potential hostiles – or, if they are currently off-screen, a position on the screen border representing their approximate position – whenever Kenway arouses their suspicion ( ). These visual indicators are accompanied by distinctive audio prompts, and appear under the following basic conditions:

- If Kenway performs antisocial or extravagant, High Profile actions – such as acts of violence, or theft.
- Whenever Kenway is seen trespassing in a Restricted Area, marked in red on the mini-map, or if his current objective leads him to a place where his presence is not welcome. There is a new (and quite superb) visual cue that you can use to judge if Kenway might be attacked by guards in an area: whenever he is trespassing, he raises his hood.
- If Kenway is known to potential assailants: some missions feature situations where guards will attack without fail once they identify him.
- Special conditions that determine that certain individuals are set at a high state of anxiety or alertness – for example, a target that you must follow as a mission objective.

Detection Meters are extremely easy to interpret.

The color of a Detection Meter is used to indicate whether a hostile can see Kenway: red if he is in their line of sight, changing to yellow when he slips out of view.

The inner circle represents the overall level of suspicion, and will gradually fill as Kenway stands within a hostile's field of view. Stepping out of sight or hiding will cause it to deplete.

If the central meter fills completely, Kenway is identified and all hostiles within the immediate vicinity will rush to attack. At this stage, the entire Detection Meter will be fully red when enemies can see him, and fully yellow when he is out of view.

The fill rate of the Detection Meter during the initial suspicion phase is determined by Kenway's actions and the proximity of the guard. High Profile actions such as running and climbing accelerate the process, so it's usually wise – unless flight is necessary – to use the Fast Walk ability to move out of sight or into a suitable place of concealment. Suspicion rises slowly at a distance, but speeds up significantly when a guard is closer. At very close range, detection can be instantaneous.

- Many potential hostiles are less than vigilant, and will not respond to brief sightings. More dedicated enemies will actively stop their current activity (such as a patrol or guard duty) to investigate a brief glimpse of Kenway. After a pause where they peer in his direction, they will approach him – or, should you wisely move him out of sight, his last known position. As long as they cannot see Kenway, they will return to their original post or patrol.
- In some situations, particularly when Kenway is trespassing, the initial suspicion phase is greatly accelerated – and there are even instances where guards practically attack on sight. In such instances, ensuring that you do not directly enter their field of view is of paramount importance.
- As Detection Meters can be seen through solid surfaces, you can use them to track the movement of an enemy and judge where to hide, or when it is necessary to reposition Kenway to avoid detection.
- During escape sequences, look around carefully before you emerge from your place of concealment. Even though combat may have effectively ended, some enemies in the area may still have partly filled Detection Meters. In these instances, even a brief glimpse will be sufficient for hostilities to be resumed. If you wait, you will eventually see the yellow icon disappear as the enemies in question go about their former business.

The (Low Profile) Fast Walk ability (hold +) is especially important in stealth situations. This makes Kenway adopt a more purposeful stride than the basic walk, but does not attract any greater degree of attention than his default gait. If you need to move in plain sight to transfer from one place of concealment to another, this is often the best way to do so.

Fast Walk

Line of Sight

Guards can only see Kenway if he moves into their line of sight. This invisible yet predictable cone of vision extends in the direction they are facing, but is interrupted by solid obstacles ( ). Guards are not generally blessed with great peripheral vision, and will usually disregard Kenway if he is over 25 meters away.

In missions where Kenway is required to follow targets and keep them within sight, different rules apply. In such instances, it isn't his actual field of vision that is taken into account: the only concern is that you maintain "visual" contact by positioning the camera with , irrespective of what Kenway himself can see.

Blending

When in close proximity to two or more civilians, Kenway will automatically "Blend" in with them, enabling him to hide in plain sight ( ). In bustling urban areas, Blending is the most common and effortless method of avoiding detection. The process of entering and exiting a Blend situation is always accompanied by visual and audio effects.

- During a Blend, a distinct visual pattern appears on the ground to indicate the borders of the effect. The color of Kenway and any citizens that he is actively Blending with is also adjusted, which can be useful when you attempt to make seamless transitions from one group to another on a busy street.
- Kenway must be standing still or walking to Blend. While Blending, he is effectively invisible to most potential enemies and individuals that he must follow or avoid. However, he can still be identified at close range: within a few meters, the subterfuge falls apart instantly.
- Entering a Blend will often allay the suspicions of nearby hostiles, causing active Detection Meters to drain and disappear while Kenway remains concealed. More alert enemies, however, may walk over to investigate. In these instances, you will usually need to quickly move between different groups – or leave the public area in favor of a back alley – to evade the potential assailant.
- When Kenway exits a Blend, there is a short period of grace (approximately two seconds) where he remains invisible. You can exploit this to transfer between different groups of citizens, or move safely out of sight.
- Illegal or reprehensible actions can immediately break a Blend. In open conflict, citizens will often back away or flee from Kenway as he approaches them, which makes Blending impossible.

Using Corners

If you approach and make contact with the edge of any suitably solid corner, Kenway will press his body against it and peer around to regard the area beyond ( ). This doesn't render him entirely invisible (anyone approaching from certain angles may see him clearly), but it's a great way to get a clear look at a street or any other open expanse without moving into plain view. To leave this position, press away from the surface.

Hiding Places

When Kenway needs to survey his surroundings without potential interruptions, execute a silent assassination, or escape a pursuing mob, entering a hiding place is often the best course of action. There are many different varieties of hiding place, which we will introduce after these tips and guidelines:

- Direct Kenway into a hiding place to make him disappear. With "soft" hiding places (such as piles of leaves or hay), you can also enter via a Leap of Faith or a standard jump from above.
- If you can break a clear line of sight between Kenway and his pursuers, entering a hiding place and remaining still will usually enable you to end open conflict. If Kenway is seen entering the hiding place, however, he will immediately leap out: you cannot use them while hostile witnesses can see him.
- Handily, hiding places appear as blue dots on the mini-map whenever Kenway is in open conflict.
- Hiding places are also used for some of the most efficient stealth assassination techniques – a topic we'll come to shortly.

***Piles of leaves**, **soft branches**, **hay** or produce are the most common form of hiding place.*

***Benches** always offer a spare seat from which Kenway can seem entirely unobtrusive.*

***Wells** are an effective hiding position when you find them – and the site of one of the more spectacular assassination animations.*

***Outhouses** (or "earth-closets", "jakeses" or "privies", as they were once known) are perfect hiding places, as they are usually found in alleyways and at the back of houses.*

Stalking Zones

Stalking Zones are areas with plant life – such as patches of undergrowth, foliage or crops – where Kenway can hide ( ). These are far more common than they were in Assassin's Creed III, and play a vital part in stealth-based gameplay.

- You must walk, not run, into a Stalking Zone to become concealed. As you cross the boundary where the zone begins, Kenway will automatically adopt a crouching position.
- In many ways, Stalking Zones function in the same way as Blending with civilians. As long as you remain within their boundaries, Kenway is invisible. However, he enters plain sight the moment he stands up, with no "grace" period to move to another place of concealment. For that reason, ensure that unfriendly eyes are facing elsewhere before you emerge.
- Kenway is also invisible to wild animals in Stalking Zones – a feature that becomes essential while hunting.
- Assassinations performed inside Stalking Zones will often go unnoticed unless other hostiles are close at hand to witness the act.

Primer

Escaping Combat

It doesn't take a great deal of provocation to incite many of Kenway's potential adversaries to violence. When conflict begins, fighting can be a valid strategy – but flight is often a more sensible solution.

- The first step to escaping is naturally to turn tail and run, moving Kenway out of sight of his chasing opponents. At this stage, the Throw Money ability and Smoke Bombs can be highly effective.
- Once you move out of view, a yellow circle on the mini-map ()represents the area where Kenway's opponents will actively search for him. If you can move out of this zone without attracting further attention, or find a secluded place of refuge (such as a hiding place or a Stalking Zone) without being seen, the hostiles will eventually give up the chase. If Kenway is spotted by an alert opponent, however, the circle will be reset to his current location – prolonging the pursuit.

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- Using free run courses and taking to the rooftops can be an effective way to put distance between Kenway and the soldiers on his tail, but marksmen posted on buildings or nearby towers may spot him from a long distance. Pay these a wide berth if you can. From an elevated position, a Leap of Faith into a hiding place often works well to end a chase.
- If you are close to a large expanse of water, taking a plunge and swimming away from the shore is an easy way to escape. If your adversaries open fire, dive beneath the surface immediately.

Chase Breakers

In certain urban areas (particularly Kingston and Havana), you will find open doorways or windows marked by small blue-white icons ( ) on the mini-map. These Chase Breakers – also known as "pass-throughs" – can be used to put distance (and solid walls) between Kenway and pursuing hostiles, as they will be forced to take the long route to reach their quarry.

Lifts

Lifts serve a similar purpose as Chase Breakers, but offer a rapid journey to a higher elevation. Whenever you see a rope attached to some form of counterweight above (as pictured here), simply run Kenway towards the rope. He will cut it automatically, grabbing the free end to be propelled to a surface above. Any hostiles in pursuit will be forced to climb, offering valuable seconds to hide or move out of range.

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Primer

Key Abilities

Throw Money & Smoke Bombs

Kenway can utilize the Throw Money ability and Smoke Bombs to great effect in a variety of social and combat situations. These are categorized as "Tools", and therefore activated by pressing . To select either for use, press or .

When you use the **Throw Money** ability ( ), Kenway will hurl a shower of coins around his current position ( ). All civilians in range will immediately scrabble for the currency; as the brief spectacle unfolds, any unengaged patrols or sentries will turn to watch the commotion. The effect lasts several seconds.

- The most efficient use of Throw Money is to complicate life for pursuing adversaries. If Kenway throws coins as he flees along busy streets, he can form impromptu human barriers that will slow down his opponents. It's especially effective when used to block the entrance to a narrow alleyway.
- Throwing money also works well as a diversionary tactic. Having guards turn to face the ensuing scrum enables you to attend to business you might not want them to witness. However, it has definite drawbacks in a stealth scenario, as it removes immediate Blending opportunities as citizens scrabble for coppers. It may also serve to attract the very kind of attention that you are attempting to avoid.

Smoke Bombs ( ) are items that can only be purchased or occasionally looted from slain opponents. By default, Kenway can carry a maximum of five at once. Though obviously of utility when escaping combat (creating literal "choke points" in narrow passages works brilliantly), dropping Smoke Bombs incapacitates opponents during battles ( ), which makes it possible to assassinate them without resistance.

Pickpocketing

Pickpocketing is a risky yet moderately profitable way to acquire small amounts of money early in the story. It is also a technique that enables Kenway to relieve individuals of items that he requires to progress in a mission or side quest.

To pickpocket a target, move close behind them and hold . A circular meter ( ) will show the progress of the theft ( ). You must stay in close proximity (and match stride with moving targets) until the meter is filled to successfully complete the lift. This rarely arouses the victim's suspicion if performed during a Blend or while out of sight. The actual amount is determined by the class of the target: a gentleman decked in fine attire will yield more than a man clad in rags.

Naturally, this manner of crime will immediately cause any soldiers (or, more specifically, anyone represented by a red marker on the mini-map) who witness it to attack Kenway, so it's wise to ensure that they are either looking elsewhere before you begin – or, better still, are nowhere to be seen. As a point of interest, it is possible to pickpocket soldiers, but it's rarely worth the heightened risk.

Whistling

Whenever Kenway is hidden within a hiding place, Stalking Zone or leaning against a corner, you can press to have him whistle to attract the attention of nearby guards, who will move to investigate. This is obviously a great way to set up Low Profile assassinations, but only if there is a single guard within range.

If there are multiple targets, whistling might not seem like the most prudent course of action – but it can actually be a simple yet efficient diversionary tactic to draw patrols off course, or pull guards from their posts. If there is no cause to avoid combat, it's a good way to draw opponents to a secluded spot where conflict is less likely to attract the attention of reinforcements.

Whistling is extremely effective as a method of luring troublesome guards into Stalking Zones, as assassinations performed within these areas will often pass unnoticed unless there are other hostiles within a few meters of the act. There are many stealth-based missions where this simple ability can transform a fiendishly complicated infiltration into a relative stroll.

Looting & Hiding Bodies

To loot a body, stand over it and hold ( ) until the circular meter fills. If you have multiple bodies to deplume, hold the button permanently as you move between them: Kenway will automatically begin looting when you move within range. Most adversaries relinquish ammunition and a small sum of currency. If you diligently rifle through the pockets of combatants whenever your stocks of Smoke Bombs or bullets are low, you need never purchase these items from stores.

Some situations call for assassinations that leave a troublesome corpse in plain view for a later patrol to discover. If Kenway will be staying in the vicinity, this might upset carefully laid plans. Tap while standing above a body to pick it up. To avoid accidentally grabbing a dropped weapon instead, refer to the contextual display in the top-right-hand corner of the screen: this will always reveal if the action is possible. Kenway's movement speed will be reduced while he is carrying a body. Tap the same button again to drop it. Throwing bodies into hiding places ( ), Stalking Zones and deep water enables you to dispose of them permanently.

Eagle Vision

Eagle Vision has many different applications. After you press to activate it, Kenway's perception of the world changes ( ). It is automatically deactivated whenever he breaks into a run or performs other High Profile actions.

There is a distinctive color scheme in Eagle Vision: objective-specific targets are gold; enemies are red; allies are blue; most citizens have no hue at all. Points of interest (including hiding places, Stalking Zones and areas of special interactivity) are also highlighted by a white glow.

Eagle Vision has a new function whereby potential hostiles and persons of interest (such as an individual that Kenway must follow during a mission) will be "marked" when viewed in this fashion, which makes them visible through solid objects. This can be used to maintain visual contact during chases or while following people, and to build a clear picture of guard movements during infiltrations. These Eagle Vision highlights are lost once Kenway moves 35 meters away from a target.

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Primer

Assassinations

There are many different contextual assassination techniques, though they can be separated into two groups: those that are **Low Profile**, thus suitable for stealth situations, and **High Profile** kills that are much more likely to attract attention. As a general rule of thumb, an assassination performed with alone will be low-key in nature, while holding the High Profile Button will lead to a more showy and violent killing move.

- Pay close attention to the highlight ( ) that signifies your current target when you perform assassinations, particularly aerial kills. Be sure to adjust Kenway's position and the camera to select the correct opponent.
- Most assassination types can be performed either on a single target, or on two targets in close proximity.
- High Profile assassinations function at a greater range than their more discrete Low Profile equivalents. If a target won't move within range for a stealth kill, and potential witnesses are looking or moving elsewhere, it's often easier to just go for the spectacular kill and hide the body afterwards.

Standard Assassination: Performed while level with one or two aligned targets.

- **Low Profile:** Kenway will stab his targets discretely, though this will still lead to consequences in plain view of others. It's highly effective when employed from behind on sentries or patrolling guards; use the Fast Walk ability to close the gap without creating noise.
- **High Profile:** Kenway will leap and knock the targets to the ground as he delivers the killing blow. Note that this can be performed while running.

Air Assassination: Performed from above with one or two targets in close proximity.

- **High Profile Only:** Kenway will leap onto highlighted victims from above, killing them instantly.

Ledge Assassination: Performed while hanging from a ledge just below a target.

- **Low Profile:** Kenway will reach out to grab (and stab) the target, then hurl them over the ledge. This is useful if there are other hostiles on the same level that you really need to avoid, but not so great if there are patrols or guards below.
- **High Profile:** Kenway leaps up and knocks his quarry to the ground to perform the killing blow. This is the most efficient technique against solitary rooftop sentries.

Corner Assassination: Only available when pressed against a suitable surface.

- **Low Profile:** Kenway quickly rounds the corner, stabs the victim, then pulls them back and lowers them to the floor.
- **High Profile:** Kenway bursts into view to leap on his quarry.

Hiding Place Assassination: Performed from any kind of hiding place.

- **Low Profile:** Kenway will reach out and simultaneously grab and stab a target within range, then pull them into his place of concealment.
- **High Profile:** Kenway will leap out to stab a passing adversary.

Stalking Zone Assassination: Performed while Kenway is concealed within any type of Stalking Zone.

- **Low Profile:** Kenway will reach out to stab anyone just outside the Stalking Zone and pull them inside. Within these areas, targets killed are automatically hidden.

Non-Lethal Takedowns: Some missions have Optional Objectives that specify that Kenway should not kill any adversaries. In these instances, switch to Unarmed mode ( ). If you then sneak up behind a target and tap , Kenway will silently incapacitate them.

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Primer

Combat

The advice we offer here is designed to cover the fundamental features of the Assassin's Creed IV combat system. Once open conflict becomes more demanding in later Sequences, you'll find plenty of essential stats and additional strategies in the Reference & Analysis chapter.

Combat Basics

- **Combat Mode:** Once a fight begins, Kenway will automatically adopt a combat stance, and turn to face the enemy you direct him towards. Pay close attention to the white outline highlight that signifies your current target: this shows who you will be attacking. To change this, simply tilt in the direction of your preferred target.
- **Attack & Combo Attacks:** To launch a melee attack on an opponent, press . The amount of strikes required before an opponent falls depends on the weapon type used. Attacking in this fashion is generally only of use when you face few opponents, or a single strong adversary. In battles featuring numerous assailants, you will be far more effective if you employ a counterattacking strategy.
- **Parry/Counter:** Hold to make Kenway automatically block incoming melee attacks. If you only tap the button instead, you will set up a counter: see "Counter Techniques".
- **Break Defense:** Press to break an opponent's guard, enabling Kenway to launch an assault before they recover. Performing this move twice consecutively on an opponent will cause Kenway to kick their feet from underneath them ( ), rendering them vulnerable to an instant killing blow as they lie on the ground.
- **Collecting & Dropping Weapons:** Outside of combat, tap to collect or drop weapons. During a fight, you'll need to hold the High Profile Button while you tap the button to achieve the same result. The safest way to immediately drop an acquired weapon is to select another one with or .
- **Tackle:** A non-lethal technique, Tackle is employed while sprinting with the High Profile Button to knock a target to the ground. When Kenway is just behind his quarry, tap to make him leap and propel them from their feet ( ).
- **Escaping a Battle:** To leave active combat, hold the High Profile Button. This restores standard control, enabling you to turn tail and escape. You can also use this technique to reposition Kenway if you feel that the initial battleground doesn't favor him, or if a nearby location offers a strategic advantage. A narrow alleyway, for example, could limit the effectiveness of enemy marksmen.

Counter Techniques

The use of counterattacking moves is an all-important aspect of the Assassin's Creed IV combat system: without it, fights become protracted and ridiculously difficult. To perform a counter, wait until you see the icon appear above an opponent's head ( ). This indicates that they are poised to strike with a melee attack. Tap to set up your counter. (Don't hold it – this would result in a basic Parry.)

A successful press initiates a temporary slow-motion state where you must tap a second face button to choose one of four counter moves (see below). If this window of opportunity passes, both the enemy attack and the counter attempt fail.

Counter Kill: Press to kill an opponent instantly. This is by far the most effective and low-risk way to eliminate adversaries in large groups.

Counter Throw: Press to hurl an opponent aside. You can use to influence the throwing direction. Thrown enemies can be finished with a single attack if you can reach them before they clamber to their feet. Propelling enemies from high buildings or into water is also fatal.

Counter Disarm: Press to make Kenway deftly disarm his attacker. If Kenway is unarmed, he will claim his opponent's weapon as his own; if he is already using another type of weapon, the opponent's weapon will simply drop to the ground. To discard a weapon acquired from an adversary, just select one of your own weapons.

Special Counter: Press to make Kenway counterattack with a weapon selected as his current Tool. Though it consumes ammo, this move can be very effective, especially against advanced enemy archetypes who are resistant to the Counter Kill move.

If two enemies attempt to attack simultaneously, pressing alone will lead Kenway to counter kill both assailants automatically. This tends to be more common when he faces a large number of opponents at once, and is a great way to quickly even the odds. When you see attack notifications appear above the heads of two enemies at once, be sure to take advantage of this feature.

Kill Streaks

A Kill Streak is a combat technique whereby multiple opponents can be dispatched with instant-death attacks in quick succession.

To begin a Kill Streak, Kenway must either defeat an adversary with a combo attack, or perform a successful Counter Kill. During the killing animation, press towards the opponent you wish to dispatch next (the one highlighted), then press to "stack" a subsequent assault. If successful, Kenway will automatically move and lash out, killing your specified target. During this animation, you can use + to select the next victim. This can, theoretically, be repeated until all combatants save the victorious Mr Kenway lie beaten on the ground.

Kill Streaks end instantly if Kenway takes damage, or should he fail to make contact with an opponent – usually because they are too distant to reach. In pitched battles with aggressive antagonists, you can cancel a Kill Streak (or, essentially, start a new one) with a counterattacking move if an enemy seems poised to land a blow before Kenway reaches the next target.

The secret to successful Kill Streaks is to identify a route of opponents that will enable you to kill as many as possible in sequence, adapting your course on the fly as you "join" the moving dots ( ). However, as with Counter Kills, it's important to recognize that some opponents are resistant to such attacks. This certainly isn't a problem you'll encounter during the opening hours of the adventure, but it will eventually complicate matters by compelling you to avoid such antagonists to keep a Streak active.

Human Shield

Whenever Kenway faces opponents using firearms, there is a danger that they will open fire, causing significant injury. This is usually foreshadowed by the appearance of a distinctive icon ( ) over the head of the assailant poised to fire, or positioned at the border of the display for off-screen enemies. Within a short window of opportunity before the shot is made, you can grab any opponent in range to use as a human shield by pressing ( ).

It can take a few attempts to get a feel for how to react to such situations. Don't panic if you tend to fail at first. There's a knack to identifying the danger and positioning yourself close to a suitable shield. What's more, it's not always strictly necessary to have an opponent nearby to avoid injury. You can also dodge by moving behind cover, which is easier if you break out of combat mode by holding + High Profile Button.

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Primer

Naval Features

After a few hours of play that take place on solid ground, Sequence 03 of the main storyline introduces Kenway's ship, which opens up the Caribbean map for exploration. Over the Sequences (and many hours) that follow, the dramatic expansion in the scale and scope of Assassin's Creed IV is quite remarkable.

You'll learn how to identify military and trade vessels with the Spyglass, perhaps pepper them with mortar fire in advance, then move in close to breach their hulls with broadsides prior to boarding and fighting surviving crew members at close range. You'll become adept at engaging vessels equipped with naval rams, steering away from their aggressive charge at the perfect moment to drop devastating fire barrels into their course. In time, you'll even gain the option of assaulting military fortresses from the sea, before landing to defeat their garrisons with the assistance of your crew. For a change in pace after such excitement, you could instead seek a little solitude (and, naturally, treasure) in the depths with the aid of a diving bell – or simply sail in search of new destinations and unique vistas to experience.

Kenway's ship enables him to reach over 70 unique locations in the Caribbean map. Each one of these may feature side quests, collectibles, and any number of unique activities (such as smuggler coves to claim, and warehouses to raid). There are creatures to hunt on both land and sea… and men, for that matter, should you care to collect the bounties on their heads.

When the time comes to set sail for the first time, we'll wager that this Primer chapter will have little more to teach you. At that point, you can find our comprehensive guide to the naval features of Assassin's Creed IV in the Reference & Analysis chapter, and learn more about the activities available in the Caribbean in our giant, all-encompassing Side Quests chapter.

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Animus Patch Notes

Black Flag to Freedom Cry

This section of the guide is about the different mechanics found in *Freedom Cry* compared to *Black Flag*. You'll find descriptions of the various new activities you can take part in and the new methods for obtaining items and upgrades.

Liberating Slaves

Adewale's campaign has him liberating slaves instead of pirates, unlike his previous employer Edward Kenway. Saving slaves offers rewards and after Memory 3, a number of slaves will also join the slavery-abolishing resistance militia, the Maroons, which has its own set of rewards. The more slaves you free and the greater number of Maroons you recruit, the more items you unlock.

Once you've unlocked the items, simply head to a resistance supplier (marked with the same icons the weapons and shipwright shopkeepers as in *Black Flag*) and select the newly unlocked items to obtain them.

Look below for a list of all of the rewards you can earn for recruiting Maroons and freeing slaves.

You can check this list anytime in-game by opening the menu and selecting "Resistance."

Maroon Rewards List

The Maroon rewards list will appear only after you complete Memory 3.

Liberation Activities

There are several activities that randomly appear all over Port-au-Prince that involve freeing slaves and recruiting Maroons. Here is a list of all of the activities and some quick tips on how to complete them:

Injury

Pick up and take an injured slave to a safe hiding spot to complete this activity. This one is pretty straightforward; just put the man or woman you're carrying down if you run into any trouble, then pick him or her up and make your way to the waypoint. Any overseer that sees you carrying an injured slave will attack you if you stay in their sights for too long, so make a point to skirt around any enemies you see if you want to avoid trouble.

You'll save five slaves every time you finish this activity.

Punishment

An area of the town becomes restricted while overseers punish slaves who don't keep up with their ridiculous commands. If you enter the restricted zone, you'll be attacked by the two or three overseers, who are usually the ones giving out the punishment.

Pick off any overseers you can without being detected, then hack and slash your way through those that remain. Once the overseers have been cleared out, approach the slaves and hit the button displayed on the screen to free them.

You'll save two or three slaves every time you complete this activity.

Escape

Every now and then you'll see a slave running for his life while an overseer gives chase. Chase after the overseer and bring him down to save the slave.

You'll save one slave every time you complete this activity.

Auction

Auctions may be the least violent way of saving slaves. Whenever you see the gavel icon appear on your minimap, head over in that direction, approach the auction stage and pay the auctioneer 500 reales to free all the slaves up for auction.

Or you can just kill the auctioneer and the overseers that are standing nearby, if you're feeling aggressive.

You'll free five slaves every time you finish this activity.

Convoy

These are probably the hardest activities to complete or even ignore. Three or so overseers parade around Port-au-Prince with slaves in tow. If you get too close, you'll be attacked. The best way to deal with convoys is to attack from the rear. You can take out some of the overseers before being detected. Just note that you'll likely have to fight the convoy overseers and any other overseers in the immediate area.

Once you're done mopping up the guards, approach the slaves to free them. You'll free three slaves every time you complete this activity.

Jail

There are a few cells scattered around Port-au-Prince where slaves are held like animals. Fortunately, justice can be delivered swiftly, as freeing the poor prisoners is a pretty simple task.

For every jail activity on the map there is a keyholder whose key is easily pilfered—violently or otherwise. When you are near a jail activity, keep your eyes peeled for a key icon to locate the keyholder. When you reach him, either kill him and loot the key from his body or pick his pocket to take the key without causing a ruckus.

You'll free four slaves every time you finish this activity.

Plantations

On the outskirts of Port-au-Prince and scattered around the West-Indies sea are plantations that are operated by overseers who use slave labor to produce crops. If you can complete the objectives displayed upon entering a plantation you'll free a substantial number of slaves.

There are two types of plantation missions: kill 20 overseers, or steal the key and unlock the slave quarters. Both types require a stealthy approach, but the former has a big cost if you get caught; if an overseer rings a bell, all the other overseers will begin slaughtering the slaves out of fear of an uprising. That's why it is absolutely important for you to be as stealthy as possible while you pick off guards. Make sure to hide bodies, stick to the bushes, and use eagle vision to mark all the guards in the area.

There is no perfect strategy to dealing with plantations; pick off one guard at a time, whistle from bushes to lure guards that are passing by, sabotage bells whenever it is safe to do so and don't take any risks that might lead to your being detected.

If you've recruited 25 or more slaves to the Maroon resistance, you'll be able to gain the aid of resistance members whenever you attack a plantation. Look for the hand and sword icon on the map to find where resistance members are hiding in the plantation. Recruit them the same as you would Bastienne's girls and then press the button that appears over the head of your target to send them in to attack. Just be mindful that overseers will still attempt to ring a nearby bell if they see your friends anywhere near them, so plan your attacks accordingly.

Once slaves have been freed from a plantation, the place will be abandoned for a time. Every once in a while you'll receive an on-screen notification that a plantation has changed ownership. That's when you can return there to free more slaves.

You'll liberate 40 slaves for completing this activity.

Slave Ships

Slave ships can be attacked only after you've received your own boat upon completing Memory 4, but once you can attack them, you'll find that they are hands down the best source for freeing large numbers of slaves and also getting plenty of metal and wood for upgrading the *Experto Crede*.

01a-017.png

Taking on a slave ship is a little different than taking on any other ship. For starters, they're always accompanied by an escort of three other ships that you'll have to sink before you can board the slave ship. The other difference is that you absolutely do not want to attack a slave ship: All slave ships are weaponless and attacks that hit will result in the deaths of the slaves imprisoned aboard.

Take out the escort and don't worry about the slave ship getting too far away; you'll be done long before the ship can escape. Afterward, approach the slave ship like you would any other disabled vessel and board it. Once you've taken down its crew, the slaves will be freed.

You'll free 100 slaves for completing this activity, making it the best way to quickly gain access to all of the resistance rewards.

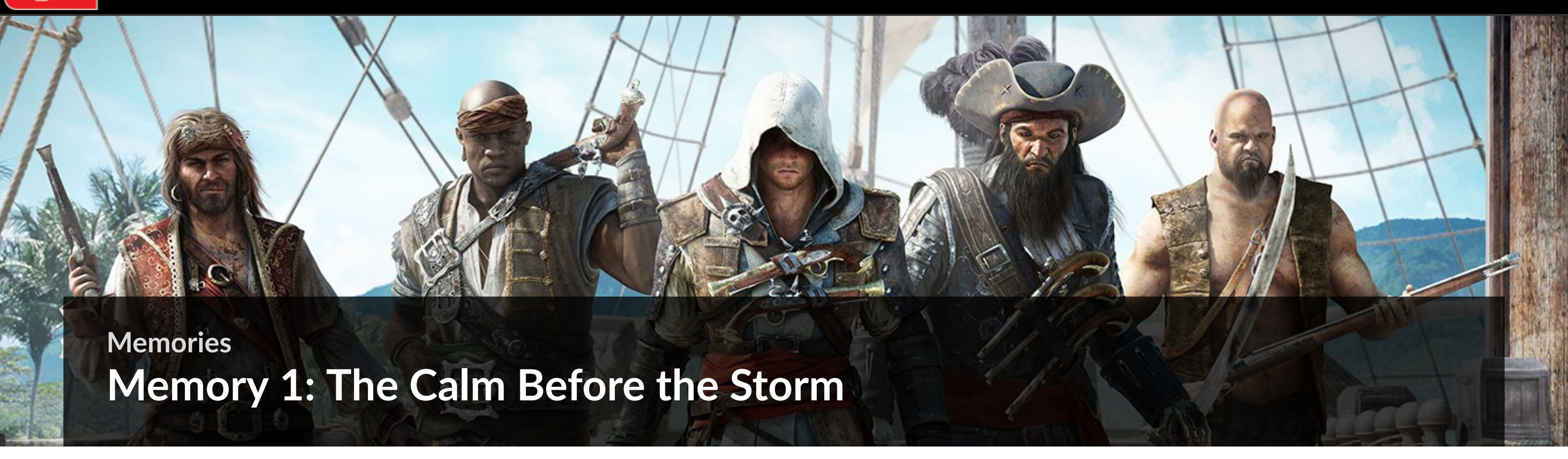
Adewale Isn't Crafty

Unfortunately, Adewale isn't as handy as Edward as far as crafting is concerned. There is no crafting in *Freedom Cry* to speak of, and although you can still hunt animals for their pelts, there is no use for them beyond selling them. Don't worry! Instead of crafting new item pouches and upgrades, you unlock them by liberating slaves and recruiting Maroons, then selecting the items while at a resistance supplier.

Plunder Gone Under

Another difference between Adewale and Edward is the former's complete disregard for plunder and treasure hunting. Although treasure chests litter the West-Indies, treasure maps, animus fragments and Mayan statues are absent from *Freedom Cry*. Adewale has a more pressing issue at hand, freeing slaves, instead of hunting for trinkets.

This is less of a concern when you consider that money isn't really an issue in *Freedom Cry*. You'll still need to get it when you get the opportunity, but freeing slaves, recruiting Maroons, and getting crafting materials by attacking ships are far more important this time around. If you want to upgrade your ship, the *Experto Crede*, you'll need to be on the hunt for wood and metal from any passing ships. You can still sell your rum and sugar for any extra reales you may need, but wood and metal are far more precious than cash.



Memories

Memory 1: The Calm Before the Storm

Optional Objectives

- Locate the Templar Admiral's ship using the Spyglass.
- Use the mortar to surprise the Templar fleet.

For Experienced Players Only

If you haven't played the main campaign of *Black Flag*, you're likely to be confused about who *Freedom Cry*'s protagonist is, how to control the ship, and how to deal with the many challenging missions this DLC throws at you. There are minor spoilers for the main campaign over the course of *Freedom Cry*'s story and the missions can be tough for the uninitiated. If you're just dying to play this campaign, then be sure to jump over to the "Primer" chapter of the *Black Flag* eGuide to learn how to play the game, as this guide assumes that you know what buttons and items do what.

Straight to the Point

This chapter of the guide focuses exclusively on the nine sequences that make up the whole of *Freedom Cry*'s story. We call out when you have opportunities to visit other locations, complete side quests, and track down treasure, but we won't be going into to detail about those gameplay aspects in this chapter. You can hop over to the "Conquering the West-Indies"chapter to get detailed info on how to grab every extra in the game.

Trouble on the Horizon

You start aboard a ship playing as Adewale—whom you should recognize if you played *Black Flag*'s main campaign. Up ahead and slightly to your left is a fleet of Templar ships that are in desperate need of sinking, but don't get ahead of yourself; you can get both of the optional objectives out of the way before engaging them.

Note

Start by using your Spyglass to look at the man o' war in the middle of the fleet—it's hard to miss because it's the largest of the bunch. After identifying the ship, stop looking through the Spyglass to get the first Optional Objective.

Now face the fleet and, without adjusting your speed, begin lining up a mortar strike on their location. You are not close enough to fire on them just yet, but if you wait it out until the moment the target goes red, you'll land a surprise mortar attack on the Templars and complete your second Optional Objective, giving you 100% synchronization.

If at First You Don't Succeed ...

If you don't get the Optional Objective for surprising the Templar fleet with a mortar strike, pause the game and select "Reload" to restart the memory and give it another go.

That mortar you fired forces the fleet to engage you, so be ready. While you navigate toward the fleet, continue firing mortars and use the chase cannons (aim in front of you to use the chase cannons) until you're within range to use your broadside cannons (aim on either side of your ship to use your broadside cannons); just take care to watch out for the yellow and red spotlights that indicate return mortar fire.

Try to circle the ships while unloading mortars and hitting them with broadside fire. Don't get trapped in between any of their ships or you'll find yourself the unfortunate victim in a cannon-fire mosh pit—that also means avoiding ramming any of the Templar ships, lest you be trapped beyond hope.

Once the man o' war is disabled, you have two choices: board it and have your typical (but always awesome) fight on the deck of their ship, or sink it and dive underwater to collect the parcel that Adewale so desperately desires, as well as gain some extra reales.

Never Was Much of a Swimmer ...

If you decided to board the ship, then prepare for a fairly standard battle. Defeat 10 crew members, two officers, and a captain before advancing. Use the swivel cannon (on either side of the ship's wheel) that is facing the ship and try to knock out a few of the enemy ship's crew before boarding. After you give your enemy a firm thrashing, your next objective is to head below deck to find the Templar and his parcel.

Ahead you face three guards and the Templar. Rush toward the two directly in front of you and double assassinate them. The third guard, who was standing in front of them, comes after you and, if you're unlucky, the Templar likely sees you as well. The Templar wields a pistol and takes aim at you. You can back off into the room behind you to fight the guard or use him as a human shield when the Templar inevitably tries to shoot you, taking out the guard and wasting the Templar's shot in the process. The Templar comes after you with his sword now. Just wait him out and counterattack when he strikes to defeat him with ease.

The parcel is sitting on the back table. Grab it and climb up the ladder directly behind you escape the ship.

Did Someone Say Treasure?

If you elect to sink the Templar ship, all you need to do once it is disabled is blast it to kingdom come and then dock near its wreckage to dive underwater.

There are three treasure chests down here: all three have low amounts of reales, but one of them is carrying the parcel Adewale is looking for. The two chests containing the extra money are both stationed almost directly underneath two of the air barrels (the chests' coordinates are 773, 296 and 733, 295). The chest you're looking for is inside the wreckage of the Templar vessel just below the main deck.

As usual, use the air barrels to resupply on oxygen whenever you're getting low and stay close to ocean floor to avoid being detected by the sharks. If a shark's got its eyes on you and you can't seem to shake its gaze, you can always hide in the seaweed that is littered all around the ocean's floor.

Once you reach the chest and take its contents, make your way back to the diving bell and ride it topside.

The Chaos During

After you grab the parcel, backup arrives for the Templars (a bit late if you ask me). Adewale doesn't like his odds, so retreat is the most practical option. Ignore the enemy ships in favor of heading straight for the waypoint. You'll take some damage, but it's nothing compared to being assaulted by water spouts and rogue waves. If you're being targeted by enemy cannons, make sure to brace yourself to limit the amount of damage you take.

Avoid the water spouts at all costs. If you are close enough to one, it begins pulling you toward it. If it manages to suck you in, getting out before you become fish food can be nearly impossible. Go as far out of your way as you must to avoid them.

You also need to be wary of giant waves. These aren't nearly as big of a deal as water spouts, but they can definitely deal a good chunk of damage if you're not up to the challenge of weathering these waves. Take them head on; charge straight into them and don't ride them diagonally and you'll completely avoid taking damage. If that's just not possible, make sure to brace yourself to limit the amount of damage you take when you're hit by a wave.

Get close enough to the waypoint and a cinematic plays, marking the end of Memory 1.

MEMORY END

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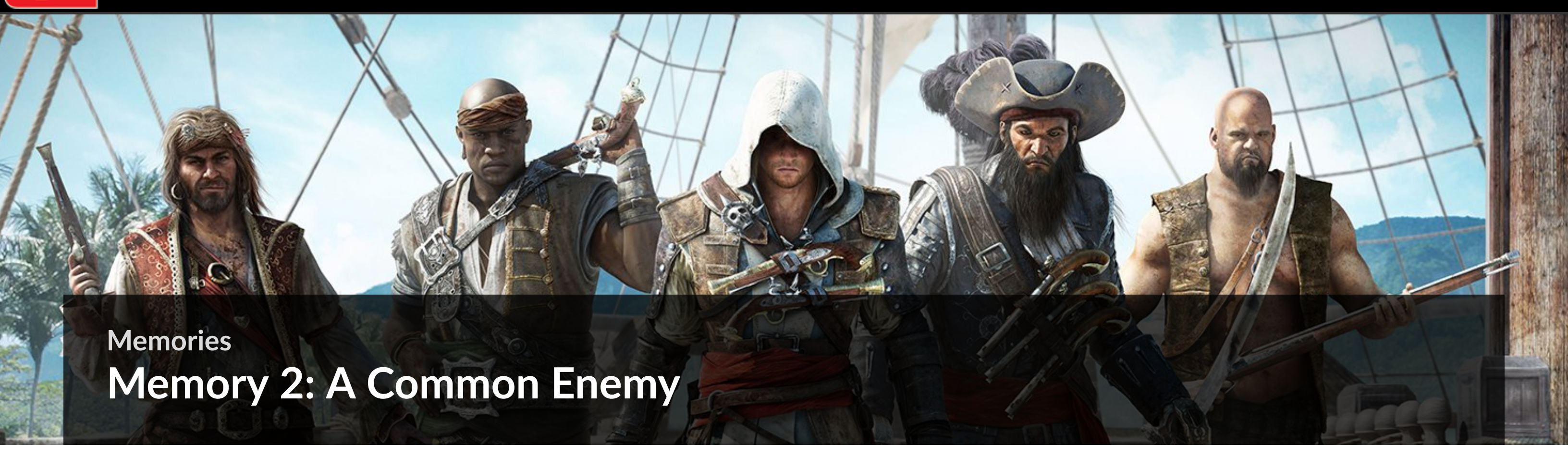

Memories

Memory 2: A Common Enemy

Optional Objectives

- None Available

The Good Samaritan

Adewale wakes up on the shores of Port-au-Prince to the sounds of a woman screaming. She's being pursued by a man who very clearly means her harm. Time is an important factor here, so without delay, chase after the man and woman. Equip your rope darts, if they aren't already equipped, and throw one at him, holding down the Tool button (Y for Xbox, Triangle for PlayStation, or F for PC) to pull him in. When he's in close, introduce him to your assassin's blades.

Achievement Unlocked

Saving the young woman lands you the "Liberation Day" for freeing your first slave.

Port-au-Prince

Collectibles

- 30 Treasure Chests
- 4 Viewpoints

My Hell Away from Home

Your next task is to track down a "gentleman" somewhere in Port-au-Prince. Before we get started, there are a few things to note about this small but lively town. This is a slaver town, where the practice of owning and selling slaves is alive and all too well. In *Freedom Cry*, instead of rescuing pirates, Adewale must free slaves. You will see a lot of icons popping up for various activities that provide opportunities to liberate slaves, but hold off going for those for now and continue onward to your next objective.

Just Can't Wait

If you're eager to start freeing the slaves of the West-Indies you can hop over to the "Animus Patch Notes" section of this guide to get detailed information about the activities involved in freeing them and the rewards that come with doing so.

Heading to the Big House

There are men called jailers whose job it is to locate runaway slaves. They will find a spot to plant themselves on a road or in a crowded area and watch. Around them on the minimap is a yellow circle that represents their line of sight. If you enter it, they'll gladly attempt to apprehend you, so keep your eyes on your minimap to avoid alerting them.

Back to Business

Head south into the city while staying on the road you are currently on. Kill or avoid the jailer ahead of you and continue up the road.

Continue moving along the path until you reach the stack of boxes and barrels leaning up against a house on your left. At this point, turn on your eagle vision and slowly make your way past the boxes, looking left around the corner of the house.

Just past the fence, you'll find a "gentleman" who will unknowingly lead you to your next destination.

Following him is pretty effortless; he is a careless man who doesn't bother keeping an eye out for tails. Just stay behind him while he walks and he'll lead you right to your objective.

Head inside the brothel that he enters and look to your left on the staircase. A man of seemingly high esteem is conversing with a woman who appears to be the brothel's resident madam.

Eavesdrop on the conversation without being seen by moving in between the several small groups of patrons and workers whooping it up in brothel. Stay inside the green line to keep up with the conversation.

After the two part ways, approach the madam, whose name is Bastienne Josephe. It turns out that she has an informant working in a local plantation who has some information that would be of use to Adewale, so that's where you'll be headed in the next Memory.

MEMORY END

Follow the Bouncing Ball

Follow the waypoint to the southeast corner of town, then continue up the path toward the next waypoint that appears until you reach the gates of the Est-Bourbon plantation.

Est-Bourbon Plantation

Viva la Resistance

Plantations are restricted areas where stealth is absolutely important because getting caught means the guards will begin killing slaves out of fear of a revolt. Aside from the moral implications, rescuing slaves is of great benefit to Adewale on his journey.

You don't unlock items, weapons, and upgrades in *Freedom Cry* the same way you do in *Black Flag*. Crafting is no longer an option, and heading over to a shopkeeper for some top of the line equipment is out of the question. Instead you'll be given access to new equipment when you visit resistance suppliers. The more slaves you free, the more equipment suppliers will have for you.

One of the better, more efficient ways to liberate slaves is by breaking them out of plantations like Est-Bourbon. But let's hold off doing that for the moment and try to locate that informant first.

Aiding the Cause

From the entrance of the plantation, work your way up to the highlighted area on you map by heading behind the first house on your left.

Once you reach the stone border of the house, air assassinate or ignore the guard below who is watching over the crops, then jump down into them.

The informant is on the north side of the crop field. Use your eagle vision to scout her out.

After speaking with her, she points you toward the location of the Maroon hideout on the far-east side of the plantation. Continue hopping from bush to bush, avoiding enemies or picking off one at a time until you reach the waypoint, where Memory 3 begins.

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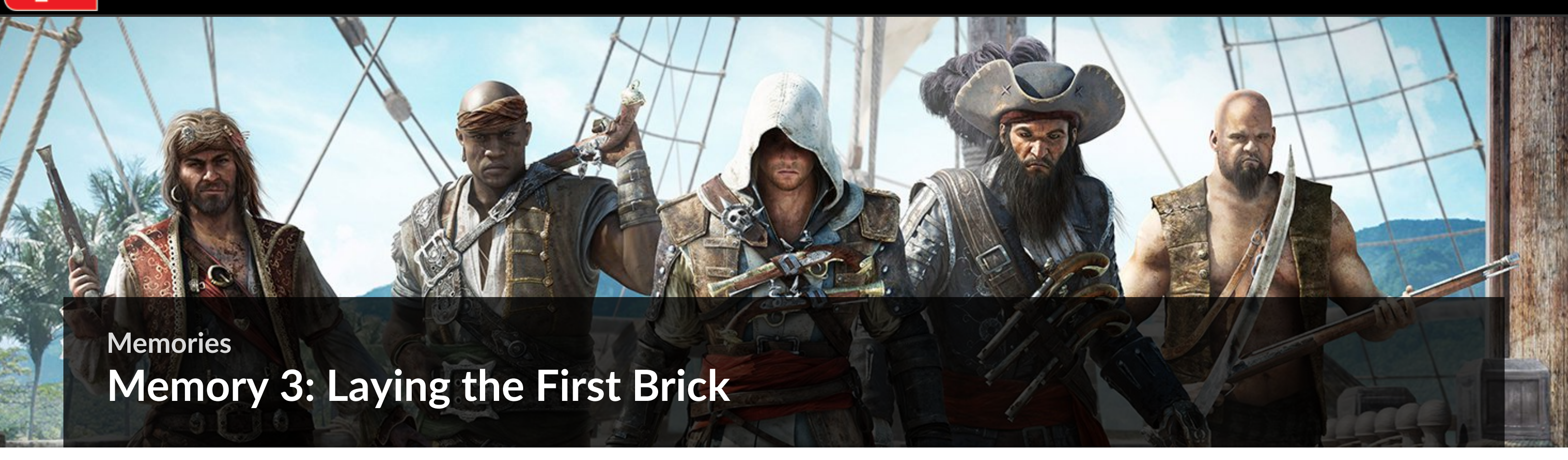

Memories

Memory 3: Laying the First Brick

Optional Objectives

- Push an overseer into the water.
- Perform an air assassination from a height of 10 meters.

Maroon Hideout

Collectibles

- 1 Treasure Chest
- New Weapon—Crude Iron Machete: 5 Speed, 3 Combo, 3 Damage

Both treasures are accessible only after completing Memory 4.

Late to the Party

The overseers seem to have beaten you to the Maroon Hideout and are just wrapping up their business of capturing all of the Maroons. Throw a wrench in their plans, and by "wrench" I mean get stabby.

If you want to get both Optional Objectives, you're going to have to do so carefully. First start by taking a right and walking to the edge of the cliff. Look over it and you'll find a single overseer beating one of the Maroons. Air assassinate him to knock out the "Perform an air assassination ..." Optional Objective.

Use the lift at the base of the cliff to pull yourself back up to the entrance.

Head across the bridge, then turn to the left, unequip your sword so you only have your bare hands as a weapon, hop up onto the raised platform and charge the guard sitting near the edge of the cliff. You should give him a good, old-fashioned shove into the water below, landing you the second Optional Objective.

If that didn't pan out, grab the attention of the other guards in the camp behind you and lure them near a ledge. When they attack, counter their attack and then push the Counter button again during the first counter animation while pushing the analog stick (or keyboard) in the direction of the cliff's edge. If you're having a hard time with this method, don't worry: There are plenty of enemies to throw. Just keep trying until you get it.

The rest of the overseers are fair game—no tricks. Clear them out and then head to the Maroon who was being tormented by the overseer that you air assassinated.

Gotta Go Fast!

After you free the Maroon leader Augistin Dieufort, he'll spot some overseers attempting to escape the cavern by rowboat. If they make it out to sea, they'll report the Maroon hideout to their superiors and your rescue attempt will be for naught.

Immediately use the lift to launch up to the level above you.

Head straight until you find a bar sticking out of the side of the wall to the left of the bridge.

Swing across, run up the ramp, climb on the small stack of boxes and run forward to grab a rope and swing to the other side of the cavern.

Head west off the edge of the cliff to jump onto a rock below. Follow the path of rocks and swinging bars until you exit the cavern.

Run straight up the small island to its highest point and Adewale will take care of the rest.

MEMORY END

Port-au-Prince

Set the Captives Free!

To begin Memory 4, you must first free 20 slaves who are willing to become Maroons. Amassing a force of Maroons will yield a second set of awards, just like freeing slaves does. Nearly every time you free slaves they have the potential to join the Maroons. The quickest way to reach 20 Maroons is by raiding the plantations that litter the outskirts of Port-au-Prince.

Plantations function a lot like the warehouses do in *Black Flag*; the key here is not allowing the overseers to see you or ring any of the bells on the property. These places always have copious amounts of crops and shrubbery to hide in, so staying hidden isn't a problem; taking out all the guards is.

There are two types of plantations liberation missions: the first requires you to kill a certain number of overseers to free slaves who are under the plantation owner's "employ." The second method is pretty much identical to warehouse missions—find the guard who has the key to the slave quarters and then unlock all of their doors.

In the case of this visit to the Est-Bourbon plantation, your job will be to eliminate 20 overseers. Use your eagle vision to mark any nearby guards and pick them off one at a time. Disable bells as you go to give yourself some insurance in case you make a mistake and alert the guards to your presence.

Once you've eliminated all 20 overseers, the slaves will run free, adding 30 liberated slaves and 10 new Maroon recruits to your rewards tally.

Temporarily Closed

After clearing out a plantation it'll stay closed until a new owner purchases it. Notes of a plantation's change in ownership will pop up from time to time, indicating that you are now able to return to a previously abandoned plantation and liberate more slaves.

Trouble All Over

Storming plantations isn't the only method for freeing slaves. While running around Port-au-Prince proper you'll find lots of opportunities to free the enslaved. There are several different types of rescue activities that each have their own proper methods of completion. Just read the mission objectives that pop up for each activity to figure out how to complete them. If you want some tips and a more in-depth explanation of each activity, head over to the "Animus Patch Notes" section of this guide.

All Aboard!

Once you've added 20 Maroons to the resistance, head toward the next waypoint and speak with Augistin on the roof of the building overlooking Port-au-Prince to initiate Memory 4.

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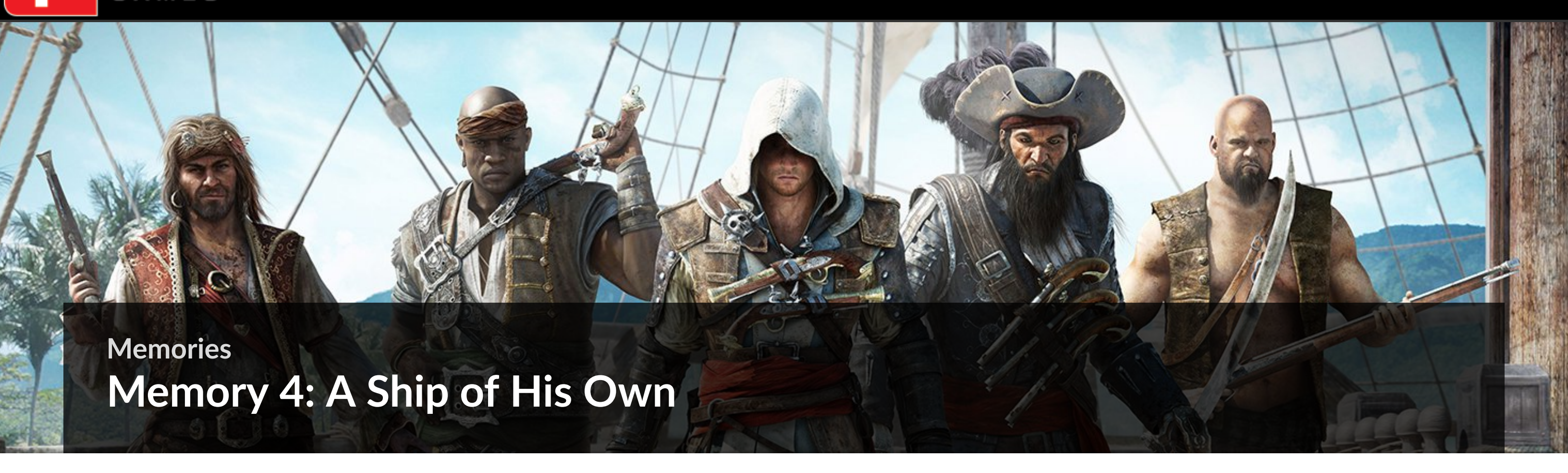

Memories

Memory 4: A Ship of His Own

Optional Objectives

- Use Bastienne's girls to distract guards.
- Distract four guards with firecrackers.

Stealth Action

This whole mission takes place inside a restricted area full of guards. Your job is to take one of the handful of powder kegs scattered around the area and place it underneath the guard tower located on the beach. If you're not interested in getting 100 percent synchronization and don't really mind taking the direct and violent approach, feel free to handle it as you see fit; this mission is pretty simple if you're willing to fight a dozen or so guards.

If you're interested in getting the Optional Objectives and handling this operation discreetly, then read on and we'll show you the easiest and fastest way to knock them out.

Draw a Crowd

At the start of the mission you'll be given firecrackers that are handy for distracting guards if you're looking to sneak by unnoticed. Throw the firecrackers into the alleyway when instructed to move on.

Once control of Adewale has been restored to you, immediately jump onto the building in front of you and head straight.

Continue moving straight across the next two buildings until you reach a rope platform that is connecting the building you are on to the one in front of you.

Run across the rope to its end, which is attached to the second floor of the house in front of you.

While standing on the rope where it attaches to the building , turn left and throw firecrackers onto the ground below you.

Look at the upper-left corner of this house's roof and wait for the gun-wielding guard to jump down and inspect the firecrackers. Even if it takes a bit of time, wait him out; he goes after them sooner or later without fail, even if he spotted you running across the rope platform. If he fails to hop down and you don't get the "Distract four guards with firecrackers" Optional Objective, throw another set of firecrackers down and try again.

Once you've completed the second Optional Objective, jump onto the roof of the building and run across it to the second roof that is connected with the one you're on.

As soon as you're on the second roof, immediately turn left, run, and jump off the building, aiming for the small shed on the ground below (use the two metal poles sticking out of your roof as guidance).

Once on the shed, immediately assassinate the guard who most likely is directly in front of you or off slightly to your right near the bushes.

After you've dealt with him, head east and take the first left through the alleyway leading back to the main street.

Bastienne's Gift

From here take a right and head toward the beach.

Stop when you reach a group of Bastienne's girls on your left, then hire the girls and take a left at the T intersection . Stay among the girls to blend in and avoid detection.

To your right is a large wooden wall that is actually the back of an auction stage. Peek through the first opening and tell the girls to distract the guards standing on the other side of the wall. This lands you the other Optional Objective, which means you just need to beat the mission to get 100 percent synchronization.

Immediately turn around and hop onto the deck of the building where Bastienne's girls were originally standing. Now hide behind the trellis with boxes stacked in front of it. Wait for the guards the girls are currently working their magic on to leave.

The tower you need to sabotage is directly ahead of you, but a gun-wielding guard is pacing on top of it and he's got the eyes of an eagle using binoculars. Use your eagle vision to mark him so you can keep track of what direction he is facing.

With eagle vision still on, look to your left and right to make sure there aren't any nearby patrolling guards who might spot you climbing the tower because that's what you're going to do next.

Once you know the coast is clear and the tower gunman isn't looking in your direction, sprint for the tower, climb it, and eighty-six him. This makes the rest of the mission pretty simple. If things don't go according to plan and you're spotted, don't sweat it. Getting the Optional Objectives taken care of was the hard part of this mission. Any mistakes can easily be rectified with your trusty machete and a few foolish overseers.

Climb down and head over to the next group of Bastienne's girls sitting on the corner of the building up ahead and to your left.

Hire them and go right, heading back toward the beach and the three guards ahead. (A fourth guard passes right by those three guards, so watch out for him and *don't* use your girls to distract him because it often prevents the girls from getting the attention of the other guards standing nearby). Distract the three with the girls, then hop into the bush to the right of the guards and wait for them to leave.

Keep your eyes peeled for the patrolling guard if he wasn't distracted by the girls (dutiful gent that he is) and grab the powder keg that's marked by the red icon on your screen.

Run the keg over to the tower where the gunman was and place the keg in the spire of light . Hold down the button you used to pick up the keg to ignite it (B for Xbox, Circle for PlayStation and E for PC), then run back toward the building where you got the keg and move into the sea.

The *Experto Crede*

Stealth swim up to the boat—which now should be far less crowded due to your igniting the tower—and swim around to the side facing away from the beach.

Climb onto the lowest ledge you can and then make your way to the back of the boat.

Two more gunners on the masts of the ship have incredible eyesight and will snipe you if they see even a drop of water that isn't rain. Use your eagle vision while hanging from the back of the ship to mark them (the one farthest from you is the one who will give you the most problems).

Wait on the back of the boat for the patrolling captain to walk by, then dispatch him or run past him.

Hop over the wheel and onto the lift at the base of the mast directly in front of the wheel.

Kill the gunman on the platform while trying to keep behind the mast. The gunman on the other mast across from you can spot you pretty easily from his position, but if you stay behind the mast you will keep him from seeing you and peppering you with rounds from his rifle.

Climb farther up the mast, keeping it between the sniper and yourself. Once you're on the next platform, just climb a few feet up to light the signal to get Augistin's Maroons come and help you clear out the rest of the guards.

You now have yourself a new ship.

MEMORY END

West-Indies Sea

Shop Ship

One of the differences in *Freedom Cry* is that you can purchase items and ammo from shopkeepers who have set up shop inside the captain's quarters of your ship. Just pop in there anytime you're looking to refill ammo for your ship or your assassin tools. You also can purchase upgrades that you earned from liberating slaves and recruiting Maroons here, so make sure to pop in often.

Straight to the Source

Before you can start the next memory, you have to liberate a slave ship and 150 slaves. Slave ships often sail around the West-Indies and are marked on your map with the icon in the above picture.

Taking slave ships down is a little different than your standard pirating fare. Slave ships always have escorts that you must take out before anything else, and you absolutely must not attack the slave ship itself. Every bit of damage you do to the ship will cost the lives of the captives onboard. Instead, draw the escorts away from the ship with mortar attacks and shots from your chase cannons (front cannons).

When the escort vessels are a safe distance away from the slave ship, shred them relentlessly. After you've taken them out, you can board the slave ship without having to disable it. Just eliminate the slaver crew aboard the ship in the same way you would any other boarding activity and you'll free a substantial number of slaves.

The Best Use of Your Time

Slave ships are hands down the fastest way to free large numbers of slaves and Maroon recruits. If you're looking for the quickest way to get access to all the rewards tied to your liberated slave and Maroon count, this is unquestionably the best way to do it.

Adventure Awaits!

Now that you have the *Experto Crede* in your possession, the whole map of *Freedom Cry* is available to you. If you want to complete the main story quests with the best gear, then you should visit every location on the map to liberate slaves and find money from treasure chests and extra gear. You can hop over to the "Exploring the West-Indies" section of the guide to get a list of every item and treasure chest you can find at each location.

Moving On

After you've liberated 150 slaves and a slave ship, head back to Port-au-Prince to start the next memory, or you can spend time exploring the West-Indies: The choice is yours .

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Memories

Memory 5: Lifting the Veil

Optional Objectives

- Liberate slaves from the slave barracks.
- Kill the overseer who led the slaves

Having liberated 150 slaves and the slave ship, head back to Port-au-Prince. Make your way to Bastienne's brothel and speak with her to initiate Memory 5.

Port-au-Prince

Bastienne is in need of information from one of her "regulars," but he's not willing to talk with her. That's not enough to dissuade her, which is where Adewale comes in.

Your job will be to enter the Port-au-Prince governor's property dressed in a slave's rags and get information about what he's been up to lately. Follow Bastienne to the governor's manor. At the entrance is a line of the governor's personal slaves. Join them and blend in by staying close to the man in front of you.

Follow the other slaves until you reach the waypoint, then drop off your box and follow them back to the slave barracks. When you arrive at the barracks, head over to the spire of light to blend in until nightfall.

Graveyard Shift

Nightfall makes for an easier time of sneaking around undetected, which is good because getting caught will lead to mission failure if a guard rings one of the bells directly in front of the manor. Don't worry about those though; no one will know you were here until after you're gone.

Up ahead is a guard patrolling near the slave barracks. Wait for him to turn away from you, then chase him down and knock him out. Stand directly over his body and pick him up, then throw him into the nearby bushes to keep any wandering guards from finding it.

Now face southwest toward the entrance of the compound and turn on your eagle vision. The man standing on the main road leading out of the manor glowing gold is the overseer who lead the slaves. Your job is to take him out if you want to accomplish the second optional objective.

Getting to him is actually pretty simple. Just wait for him to stop his chat with the other overseer and move onto the grassy area in the southwest corner of the compound. As soon as he's off the main road, charge straight after him and take him down.

Take his body and throw it into the bushes near the west corner of the wall.

Face southeast and run up the wagon in front of the small wall ahead. Swing from the rod pointing out of the compound wall and jump into the bushes.

Take down the guard starting in front of the bushes on your left.

Continue southeast along the compound walls until you reach the wall with the overseer guarding it on your left. On the other side of the wall is another overseer who is in desperate need of dying. Whistle from the edge of the bushes to get their attention and then retire them.

Climb up the manor wall onto the balcony above and make your way to the left window to listen in on the governor's conversation.

Once he's finished the first part of his conversation, he breaks from it and heads down to the first floor of his home. Make your way over the roof of his house and knock out the guards standing in front of the stairs. Make sure to take out the guard who's patrolling the hiding spot marked by the waypoint to avoid any additional problems, then jump into the hiding spot.

Enter the bushes just below where the governor and his guest are standing and follow them by jumping from bush to bush as they walk around the deck. If you took out the guard who was patrolling around the original hiding spot then you'll have nothing to worry about if you just jump from bush to bush and stay close to the deck the governor is walking on.

Once the conversation ends you can leave either by heading to a hole on top of the wall in the southern corner of the compound or you can make your way back to the slave barracks if you want to get the other Optional Objective.

Overtime

Don't climb any buildings to get to the slave barracks. Instead, goy by foot to the path leading into the barracks. Discretion is absolutely necessary when taking out the overseers. If any of them spot you, they'll immediately begin killing the slaves before trying to kill you.

Hug the fence where it curves and whistle to draw the attention of the guard. As soon as he reacts to your whistle, immediately jump into the bushes behind you and wait for him to investigate.

Climb the fence right next to you and head onto the slave barracks

Head to the left corner of the building and air assassinate the guard closest to the compound walls.

Now finish off the last guard and the slaves will run free and safe, taking care of your last Optional Objective.

Move to the southern corner of the compound and climb over the hole in the wall's lining to escape.

MEMORY END

Return to Bastienne's brothel to start Memory 6.

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Memories

Memory 6: A Scientific Inquiry

Optional Objectives

- Complete all 5 missions.
- Do not kill anyone while investigating.

In the Name of Science!

This mission is actually a little different than your standard missions. Five individual activities are marked on your map with magnifying glass icon and you can complete them in any order. You need to complete only three of the five activities to move on, but if you want to complete both Optional Objectives you'll need to do all five without killing anyone; just make sure you put your weapons away and use nothing but your fists to avoid any accidental murder.

We'll list the activities and where they appear, but the order in which you do them is totally up to you. Before you can start you must first listen in on a conversation between a scientist and a slave owner.

Start by heading toward the beach to reach the waypoint.

Climb the south side of the farm to the second story, where your targets are.

Take out the gunner on the left.

Head behind the wall to the right and listen in on the conversation. Make sure you're hugging the wall, as displayed in the screenshot, to keep from being noticed by the guards that are surrounding the building.

Once the two men are done talking, they'll clear out and you'll have access to all five of the activities. Here is a list of each of the activities and the strategies you need to complete them without killing anyone:

Courier

This is probably the simplest of the investigation activities. Simply walk to the boat docked just off the beach and the courier will jump off the boat into the sea and swim for the beach.

Instead of following directly after him by jumping in the water, just make your way back to the beach by walking up the dock, then turn left and wait for the courier to reach land.

Make sure to tackle instead of knocking him out (just to be safe; this mission can get a little picky about what constitutes killing or not) and loot him to complete the investigation.

Fisherman

South along the beach is a fisherman, whose competition is fiercely out-fishing him. He wants you to free his competitor's slaves for ... humane purposes—yeah, humane purposes.

Make your way to the waypoint near the Carrier activity on the east side of the map. A man who holds the key to the slave pen nearby paces in and out of the restricted area where the slaves are being held.

Pick his pocket to steal the key while he's outside the restricted area.

After you obtain the key, walk around the house connected to the restricted area.

Wait in the bushes before trying to unlock the cell door and check your minimap to see if the gunman on the roof of the building nearest to your right is looking your way.

If the coast is clear, make a dash for the cell, open it, and then flee the scene.

Once you shake off the overseers, return to the fisherman on the beach and he'll give you the information you're looking for.

Messenger

South of the Fisherman activity, just past the flag-flying fort, is a yellow circle that marks the general location of your next target.

Use your eagle vision and look at the small, white, churchlike building slightly to your left to find the target.

Make your way toward him, but be ready for him to start running. Tackle him as soon as you come into contact with him and he'll sing like a canary.

When he's done spilling his guts you can move onto the next activity.

Scientist

Just a little way from where you caught the Messenger is the Scientist activity.

Walk in the spire of light and press up against the fence to listen in on the conversation.

Stay on the other side of fence and follow them to stay inside the green circle as they walk past you.

Climb onto the roof of the yellow house where the fence ends and move toward the tree branch on the roof's other end.

Jump onto the tree, then to the one in front of it and wait for the scientist and his cohort to continue on.

Once they start moving again, jump to the next tree and then onto the roof of the building just ahead of it.

When the pair round the corner, jump down to the lower roof of the building you are on.

The pair will then move out into the open toward the shack just up ahead. Jump off the building and stay close behind them.

As they enter the shack through its front, work around the left side of it and lean up against the wall to listen in to the last bits of their conversation.

Once they're done chatting, you're free to move on to your next activity.

Carrier

Just past the slave pens, where you freed the slaves for the Fisherman, is the Carrier.

Once you're in his general area, turn on your eagle vision to spot him—he's arm-wrestling in front of a white house.

As soon as you get near he wraps up his game and begins to walk away. Stay close to him, but don't tackle him outright; lots of overseers are in this area and getting the letter off his person will become very difficult if you agitate them.

You'll have two opportunities to pick his pockets: after the first corner he rounds ...

Or after he reaches the wall of guards just up ahead and then leaves (he stands in front of them for a bit, trying to contemplate a way around them, then turns around and looks for another way). Just wait in the nearby bushes for him to turn around, so he doesn't spot you when he does.

Pick his pocket to get the letter and you finish the activity.

Pacifist

You won't be notified that you've completed the investigations without killing anyone until you finish the Memory, so don't freak out if it's not popping up for you until after you're given your synchronization rating at the end of the mission.

A Job Well Done

Head back to Bastienne's to wrap up the mission, but make sure you head through the door marked by the waypoint or she won't be inside the brothel.

MEMORY END

Once the Memory ends, you must liberate Wellington plantation before you can start the next Memory. You'll find the plantation on the southwest corner of the West-Indies sea. Once you've finished that task, head back into Bastienne's brothel to start up the next one.

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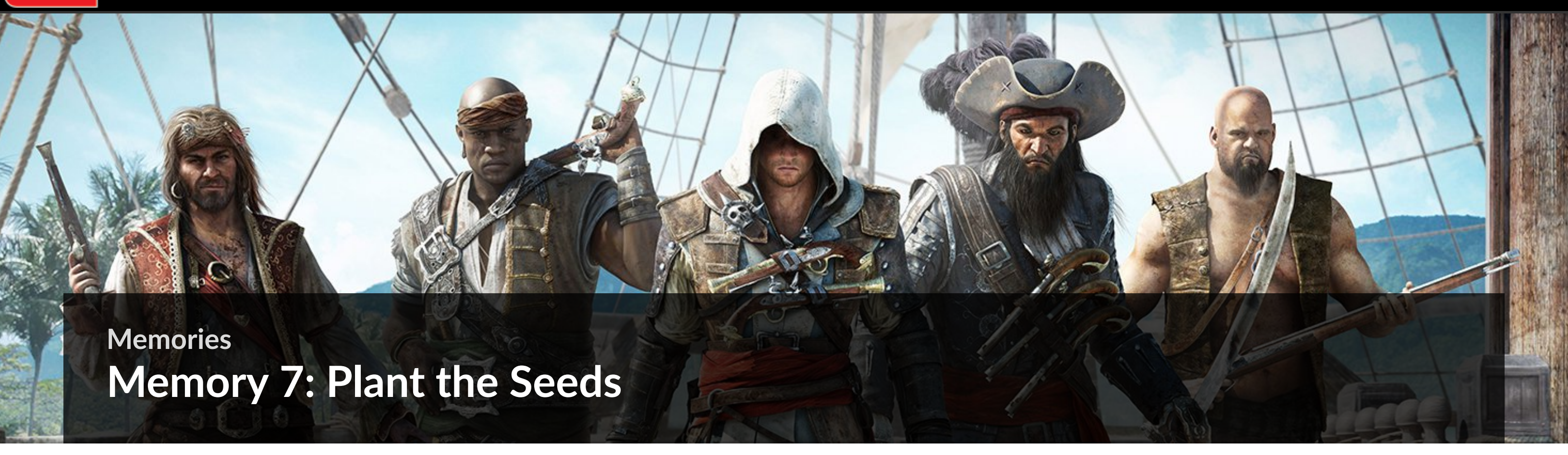

Memories

Memory 7: Plant the Seeds

Optional Objectives

- Sink the pirate schooners before the sinking the brig.
- Destroy the pirate flotilla in 6 minutes.

Bait and Switch

The first part of this Memory can be quite daunting: follow Godin to the beach and swap out the ship manifest with a forged one. Sounds pretty standard, right? The problem is that far more overseers and jailers are about than ever before; walking behind Godin is completely out of the question if you want to avoid detection—which you should, because you'll fail the mission if Godin sees you tailing him.

Start by immediately marking Godin with your eagle vision. This allows you to be on a completely different path from Godin since you can see him through walls. It also prevents you from failing the mission if you don't have Godin directly in front of you.

Right after tagging your target with eagle vision, follow Godin until he leaves the market and makes his way onto the main road.

Instead of following him, walk off the path to the right of the stall up ahead.

Climb the short white wall ahead and jump down behind the house below, and take a right when your feet hit the ground.

Counting the Seconds

If the counter pops up on screen, just turn toward Godin and it will shoot back up to 20 seconds or disappear altogether.

Hop into the hay pile to your left at the corner of the house and wait for Godin to get ahead of you. After he looks behind himself and then continues on his way, hop out of the hay pile and continue your slow and stealthy pursuit.

Godin makes a right turn right after passing the auction stage on the right. The area he enters is restricted and following him is a surefire way of getting caught. Instead, take the next right (the one after the stack of boxes and barrels on your right) and head to the yellow house down the lane. Hide behind it and wait for Godin to get ahead of you.

Godin makes his way through the path ahead and walks straight for the street, which happens to go right through another restricted area. Before pursuing him onto the main road, wait behind the stack of boxes to your right for him to peer back in your direction. Guards are light in this area, so you don't have to worry too much about being spotted.

Before stepping foot onto the street, lean up against the corner of the house on your left and peek out toward Godin, who is now speaking with a man in the middle of the street.

When Godin starts walking again, that's your cue to get moving, but instead of following him down the street in broad daylight, climb onto the roof of the building directly ahead of you.

On the roof, head toward the waypoint and look down onto the street from the roof's left corner. Wait for Godin to leave the shack on the other side of the street, then equip your firecrackers and throw them onto the ground below.

Wait for the guards to gather and make sure you use your eagle vision to look for any others that might be patrolling toward the distraction. When the coast is clear, head to the right corner of the roof and run and jump into the bushes that are right next to the shack.

Wait for the guards to stop gawking at the firecrackers and return to their posts before moving to the waypoint. Be wary of a patrolling guard that will pop out from inside the barn on your right to take a look in your direction; he's the one that can spot you doing your business at this point.

When you are convinced that you can get to the manifest without being spotted, make a run for it and hold the button that is displayed on the screen to swap out the manifests. Once you've made the change, either make a run for it, try to distract the guards, or fight your way out; whatever your choice, just get away from the restricted area and the eyes of the guards to complete the objective.

West-Indies Sea

The Hard Part Is Over

Once you've escaped the guards, a cinematic plays. Then you are inside the *Experto Crede* with the task of taking out seven pirate ships. If you want to complete both Optional Objectives, you must be quick and attentive.

Your optional objectives are to sink all seven ships in six minutes and destroy all the schooners before attacking the brig. Neither of these tasks will be difficult if you know how to handle a ship. The important things to keep in mind are not wasting time by going for any cargo the schooners leave behind, using your spyglass to figure out which ships are the schooners and which is the brig, and, lastly, not being conservative with your heavy shots and your mortars.

The flotilla is divided into three groups: a group of two schooners, followed by another pair of schooners and finally, a group of two schooners and a brig. The first group is ahead of you, so feel free to completely let loose on these ships. Destroy them as quickly as you can and then make your way toward the second pair of schooners following behind them. Dismantle the second pair of schooners swiftly and then make your way toward the final group.

Aside from the time limit for completing the Optional Objective, you'll also have to reach the brig before it destroys the friendly ship. The brig will very likely be the one closest to the friendly ship, but make sure you use your spyglass to identify the two remaining schooners before destroying them. Once you've finished off the last two schooners, you are awarded the "Sink the pirate schooners ..." Optional.

Now destroy the brig while avoiding damage to the friendly ship to complete the mission. If you were fast enough, you are awarded the "Destroy the pirate flotilla ..." Optional, which will give you 100 percent synchronization for this mission.

MEMORY END

Return to Bastienne to start the next memory.

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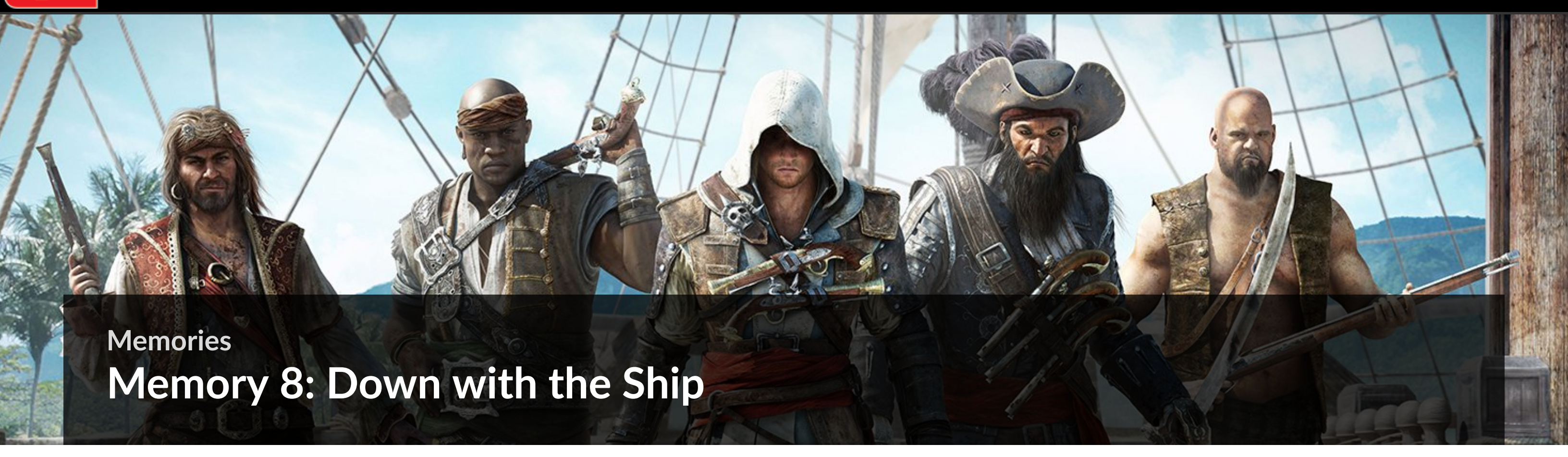

Memories

Memory 8: Down with the Ship

Optional Objectives

- Take less than 50% damage during the naval fight.
- Liberate 15 slaves.

West-Indies Sea

Disrupting the Supply Chain

Bastienne informs Adewale of an incoming slave ship and Adewale can't help but want to liberate the slaves aboard it posthaste. After cinematic, you're thrust aboard the *Experto Crede* in the West-Indies sea with the slave ship directly ahead.

In order to get the "Take less than 50% damage ..." Optional Objective, you must keep your distance from the slave ship's escort. Get within mortar range of the enemy ships, while taking care not to attack the slave ship, and begin launching mortars and chase cannonballs at them. This Optional is quite easy if you've upgraded your ship at all and know how to manage it.

Stay on the move and brace yourself whenever the enemy launches a counterattack to limit the amount of damage you take while fighting the escorts. Whenever you successfully land a cannon attack, use your swivel cannon to strike any weak points that your crew calls out to do extra damage.

After you sink two of the three escort ships, the final one turns and begins to attack the slave ship to prevent you from freeing the slaves. Quickly sink the final ship.

Steer toward the heavily damaged slave ship and board it. As soon as the ship is pulled in close, swing onto it and head toward the waypoint to enter the lower decks of the ship.

No Time to Waste!

Belowdecks, your job is to free as many slaves as you can before the ship sinks. If you can liberate 15 slaves before water fills the ship you'll be awarded your second Optional Objective.

To free the slave ship's victims you must head to any of the shining pillars and press the button on-screen to begin a quick-time event which, upon completion, will lead to the salvation of the ship's captives.

You'll need to pay attention to the weapon Adewale pulls out when trying to break the chains wrapped around the pillars if you want to know what quick-time event is about to begin. If he pulls out his blunderbuss, it means he's going to try to hit the chains to break them. This quick-time event requires that you press the buttons that appear on-screen as they appear. After three button presses, the chains will break.

If Adewale pulls out his machete, it means he's going to try to use his blade as leverage while attempting to snap the chains. Your job, upon seeing the assassin's melee weapon, is to mash the button that appears on the screen as quickly as possible.

Walk around the walls of the room to find the chained prisoners and free them as you locate the glowing pillars. Once you've freed your third set of captives, a cinematic plays. Water bursts through a previously blocked door. At the scene's conclusion, head through the door and begin freeing the slaves on your left. After you free your fifth set of captives, you're awarded the second Optional Objective for this mission.

Unfortunately, there isn't enough time to free everyone on the ship. Once you run out of time or free 15 slaves, the ship begins to capsize and your new task is to escape.

Swim through the doorway directly ahead of you and into the waypoint in the middle of the room.

Adewale opens a hatch into another part of the ship. Swim through and continue into the passage to the right.

Touch the waypoint and turn left, then take another left at the end of the passage. Swim through the opening marked by the next waypoint and a cinematic will play.

Now Adewale has his head above water once again. Immediately climb onto the wood mounted to the wall slightly to your left.

Climb across the green column to the right of the wooden elements you just scaled.

Grab hold of the iron rings at the end of the green column's path and begin to make your way up.

Climb as high as you can, then lean to the right and Adewale jumps to the next handhold.

Scale this support until you reach its top, then jump to the left and climb around the pillar.

Stand on the pillar, then run and jump for the iron rings ahead of you.

Climb up to the wood lining the wall above the second ring, and shimmy right and grab the iron ring above you.

Jump to the ring to the right of the one you're currently gripping and climb upward until you can't climb any higher. Jump left toward the waypoint and climb straight up to exit the sinking ship.

Adewale and friends mourn the loss of those who could not be freed before the ship flooded, preparing to strike back at the one who allowed this to happen.

MEMORY END

Finishing Touches

After the cinematic, you are back aboard the *Experto Crede*. You can either fast travel to the Maroon hideout to proceed with your final mission, or you can wrap up any side quests you haven't completed yet. Once you start the next mission you won't get a chance to do anything else until you finish the game.

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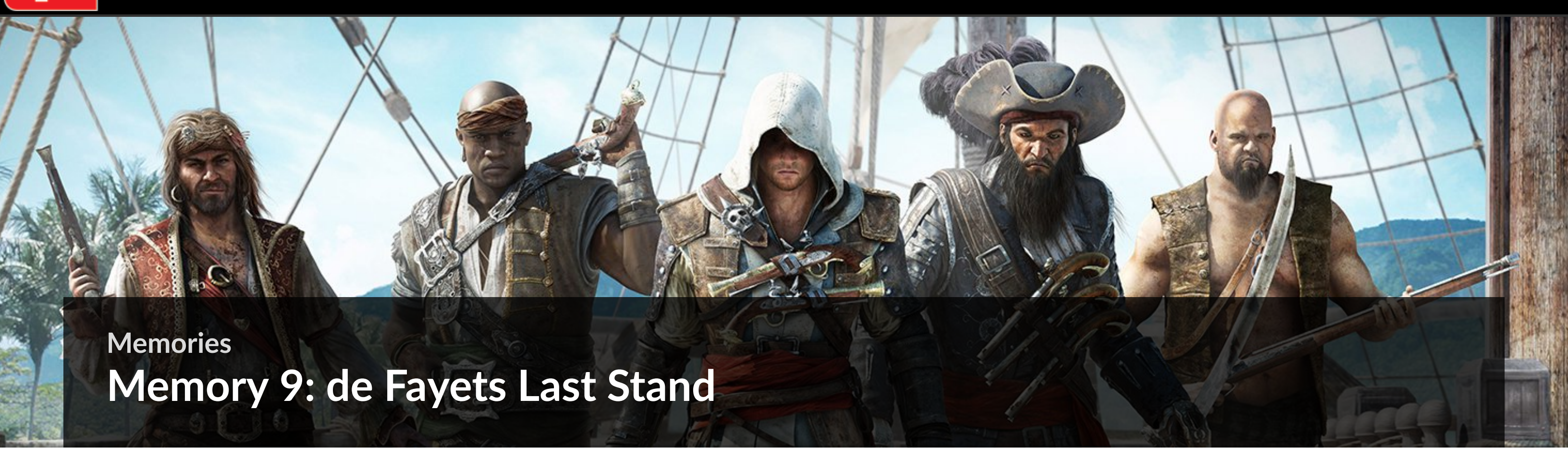

Memories

Memory 9: de Fayets Last Stand

Optional Objectives

- Kill de Fayet with the branding iron.
- Kill five guards with the blunderbuss.

A Means to an End

You start on the docks of Port-au-Prince and your objective takes you to the governor's manor just outside the center of town. Taking out the governor and getting both Optionals is easier done than said, which means taking out the tyrant and achieving 100 percent synchronization will be a cakewalk—if you follow our lead.

Start by selecting your fists as your primary weapon and equipping the blunderbuss as your secondary. Aside from the five guards you're going to eliminate with your gun, you'll have no reason to start fighting until it's time to put de Fayet in a hole.

Head toward the governor's manor. When you arrive on the street where the manor is, you see a jailer who is in desperate need of a minor case of unconsciousness. Knock him out and then head to the manor's front gates.

Six guards stand watch to prevent people like you from entering. Walk toward them until a cinematic showing de Fayet behaving like the swine he is plays.

Now pull out your blunderbuss, quickly aim it at the group of guards and pull the trigger. This should net you the "Kill five guards ..." Optional.

Achievement Unlocked

Shooting all five guards with the blunderbuss lands you the "Firepower" achievement.

The Final Stretch

After firing on the guards, de Fayet runs straight toward you, but not to fight; he's taking off like a coward toward the fort on the southeast corner of Port-au-Prince. Knowing his destination, we can beat him there and set up an ambush for the gutless murderer. Be aware that a whole host of guards will be on your tail while you're running, so don't stop for anything and feel free to drop smoke bombs as you go to slow down your pursuers .

From where you shot the guards, take a right and then another immediate right onto the road just before the plaza, continuing past the auction stage on your right side.

Ignore the guards that pop out in front of the large tree ahead and keep moving.

Take a left into the alleyway between the white house on the left and the house next to it, with the stack of crates and barrels leaning against its side.

Run toward the bushes surrounding the tree ahead, then jump onto the shed to your right.

Run across the clothesline into the tree and climb onto the roof of the building directly in front of you.

On the roof, turn left and jump to the roof of the building below the one you are standing on.

Head toward the yellow building ahead and climb onto its roof.

Take out the gunman on the far end of the roof.

Turn and face west toward the fort below you (the governor should be inside it now, so you can use the waypoint he is marked with to point you in the fort's direction), pull out your berserk darts and shoot the guard in the fort closest to you. If you are quick enough, you can also aim at the big, axe-wielding guard, who is standing near the fire pit, and tag him with a berserk dart too. If you're not quick enough, he'll move over to inspect the guard you just tagged with a dart, at which point you can go ahead and tag him then.

Sit back and wait for the guards you shot with berserk darts to turn on their allies and thin the number of soldiers that are in the fort.

Controlled Chaos

Usually using berserk darts makes for a very chaotic and dangerous situation if you're trying to avoid unwanted deaths or are wanting to kill in a specific way, but in this case, there are enough guards around to keep the two guards you shot with darts busy until they are either killed or the berserk dart's effect wears off. In the five times we tried this method the guards we shot never even got near the governor.

Once the guards are done with their rampage, jump down onto the roof of the building in the fort below you. Take care not to enter the governor's line of sight by staying on the side of the roof nearest the building you just leaped from.

If there are any guards remaining, quickly shoot them with sleeping darts.

Now that the guards are knocked out, jump off the roof and approach the governor while still keeping your fists as your primary weapons.

When the governor strikes at you, counter and then disarm (A button for the Xbox, X for PlayStation and E for PC)him to steal his branding iron. Wait for him to attack again. Counter and kill him to get your final Optional Objective.

Congratulations! You just completed Freedom Cry and, if you've been following our guidance on getting the optional objectives, you achieved 100 percent synchronization, which rewards you with the secret blunderbuss, the Dragoon.

The Fine Print

Reaching 100 percent synchronization does not mean freeing 500 slaves, visiting all locations in the West-Indies, or opening all treasure chests; it simply refers to completing all the Optional Objectives.

Achievement Unlocked

For achieving 100 percent synchronization, killing de Fayet with his own branding iron, and for completing the game, you unlock three of the DLC's six achievements: "His Full Attention," "His Own Medicine," and "His Word Was 'Perhaps.'"

Loose Ends

After the final cinematic ends and the credits roll, you'll be loaded back into Port-au-Prince to do as you see fit. If there are any areas you haven't finished, treasures you haven't looted, or slaves you haven't freed, get back out there and finish your work! You need only one more achievement now, after all. If you're looking for any additional details, you can head over to the "Extras" section of the guide to find information about every location and item in the game.

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Exploring the West-Indies

Introduction

This section of the guide features maps for all of the visitable locations in *Freedom Cry*, achievements and all of the weapons you can get your hands on, their stats and where to find them. If you're the kind of person who wants to do it all and see it all, this section is for you.

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Exploring the West-Indies

Maps and Item Locations

Here you will find a map, complete with all the item locations revealed. Some treasures and items can be tricky to find, so we'll be sure to point you in the right direction if finding an item is anything more than simply walking to that item's location.

Port-au-Prince

Collectibles

30 Treasures; 4 Viewpoints

Port-au-Prince is divided into four locations: the city center and the three plantations that surround it. The treasures and viewpoints are distributed in all four areas—you can find five treasures and a viewpoint in each plantation, and 15 treasures and a viewpoint in the city proper.

Below are the maps of each of the plantations that show you where to find the treasures and viewpoints.

Est-Bourbon Plantation

Collectibles

5 (of 30) Treasures; 1 (of 4) Viewpoints

Brousse du Nord-Est Plantation

Collectibles

5 (of 30) Treasures; 1 (of 4) Viewpoints

Lagon-Nord Plantation

Collectibles

5 (of 30) Treasures; 1 (of 4) Viewpoints

Maroon Hideout

Collectibles

1 Treasure; Crude Iron Machete (5 Speed, 3 Combo, 3 Damage)

You can find the Crude Iron Machete after exiting the Maroon Hideout the same way you did when you chased the escaping overseers at the end of Memory 3.

Jump off of the tip of the first island and swim to the shores of the one ahead.

The machete is next to the first body after you step foot onto the second island.

Isla Paramo

Collectible

1 Treasure

Scafell Island

Collectibles

Blunderbuss Ammo Pouch II; Firecracker Bag II; Dart Pouch II; Rope Dart Pouch II; Smoke Bomb Pouch II

The only item on this small island happens to be one of the more valuable in *Freedom Cry*: a pouch containing all level 2 pouches. A dead soldier lying near the wreckage of a small boat holds the pouches. Unfortunately, grabbing this item will not unlock all of the pouches without your unlocking their level 1 counterparts first.

Wellington Plantation

Collectibles

5 Treasures; 1 Viewpoint

Fort Lully

Collectibles

3 Treasures

Shipwreck

Collectibles

4 Treasures; The Jackdaw's Figurehead

This area is probably the trickiest nonmission area in the game—if you want to get all the items scattered around the ocean floor. To get to the other two treasure chests and the Jackdaw's Figurehead, you need to navigate a narrow cave system. This is actually a pretty simple task, if you know what you're doing.

Simply go down any path that has a blue, glowing light in it and it will lead you right to the other side of the shipwreck. Just be on the lookout for the aggressive eel that lives in these caves.

Martock Island

Collectibles

1 Treasure

Cumberland Bay

Collectibles

3 Treasures; Precision Shooter (5 Damage, 1 Spread, 5 Range)

Montez Plantation

Collectibles

5 Treasures; 1 Viewpoint

Fort Matias

Collectibles

3 Treasures; Mayan Machete (5 Speed, 5 Combo, 5 Power)

Isla Faro

Collectibles

1 Treasure

Tortuga Plantation

Collectibles

5 Treasures; 1 Viewpoint

Isle-du-Fey

Collectibles

1 Treasure

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Exploring the West-Indies

Weapons

While there aren't a ton of weapons for Adewale to use, it can be tricky to get hold of the ones that are available. Below is a list of all of the weapons in *Freedom Cry*, their stats, and where to find them.

Machetes

Name	Speed	Combo	Power	Description
Rusty Machete	2	2	2	Found at the start of Memory 2.
Crude Iron Machete	5	3	3	Found on one of the small islands just outside of the Maroon's Hideout.
Steel-Forged Machete	3	4	3	Obtained from a resistance supplier after you free 300 or more slaves.
Mayan Machete	5	5	5	Found on the shores of Fort Matias.

Blunderbusses

Name	Damage	Spread	Range	Description
Smoothbore Gun	5	3	3	Obtained at the end of Memory 3.
Precision Shooter	5	1	5	Found in the camp in the middle of Cumberland Bay island.
Portable Cannon	5	5	1	Obtained from a resistance supplier after you free 400 or more slaves.
The Dragoon	5	5	3	Obtained after achieving 100% synchronization on all nine Memories.

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Exploring the West-Indies

Achievements and Trophies

Here is a list of all of the Achievements and Trophies that can be grabbed during your extended stay in the West-Indies. We list how to get them and where in the guide they are called out.

Name		Trophy	Unlock Condition	Description
Liberation Day	15	Bronze	Free your first slave.	You'll obtain this after saving the woman in the beginning of Memory 2.
Seeds of Independence	40	Silver	Liberate 500 slaves	This one takes some extra work. Once you have the ship after completing Memory 4, liberate slave ships to reach 500 freed slaves as swiftly as possible. If you take on slave ships every time they pop up, you'll free 90 slaves every time; saving 500 will take no time at all.
Firepower	15	Bronze	Kill 5 guards at once with a blunderbuss.	We've tried this several different ways and found that unlocking this one only works in Memory 9. You can read how to unlock this achievement/trophy by reading the Memory 9 strategy.
His Full Attention	50	Gold	Achieve 100% synchronization.	As the description states, you need to achieve 100 percent synchronization in all of *Freedom Cry*'s nine Memories by completing all the Optional Objectives in each Memory. You can read through the main walkthrough for detailed strategies on how to unlock this Achievement/Trophy.

Hidden Achievements/Trophies

Name		Trophy	Unlock Condition	Description
His Own Medicine	20	Bronze	Disarm the Gouverneur and kill him with the branding iron	This can be completed only in Memory 9. You can find a detailed strategy on unlocking this by reading the Memory 9 walkthrough.
His Word Was "Perhaps"	30	Silver	Complete all missions.	Complete *Freedom Cry* to unlock this Achievement/Trophy.

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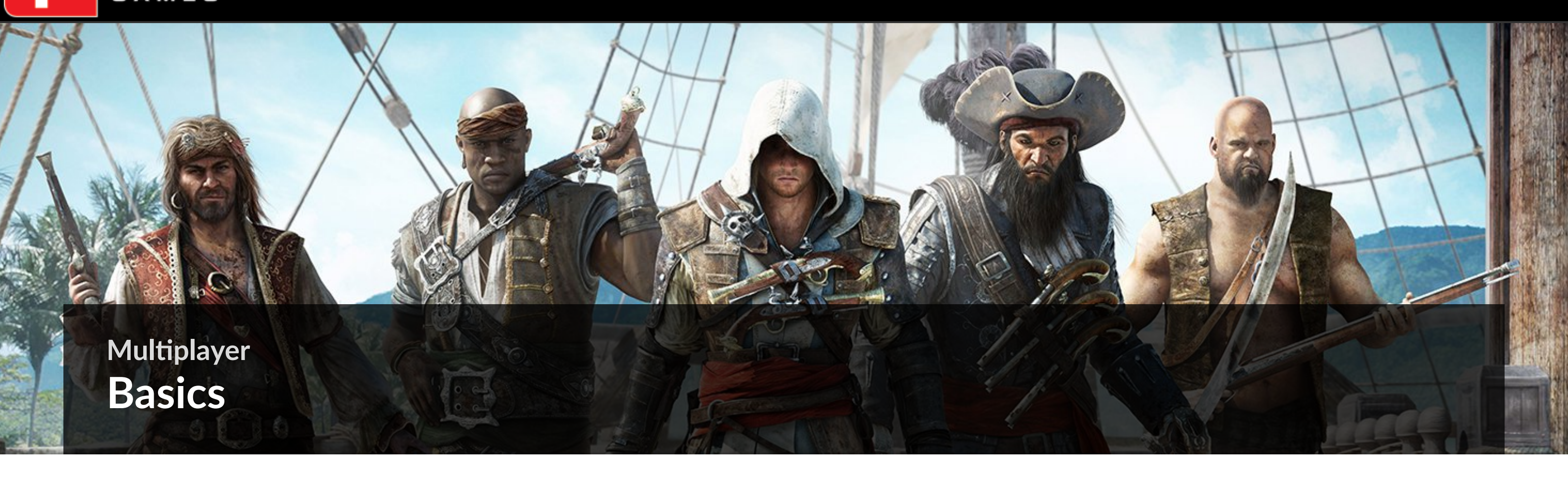

Multiplayer

Basics

With a wide range of features, game types and maps, the Assassin's Creed IV multiplayer mode may seem a little daunting to a first-time player. In this chapter, we provide a wealth of explanations, insights and techniques that will help you to play at a competitive level from the get-go.

Game Principles

The Assassin's Creed IV multiplayer mode is a very different experience than the single-player adventure. The focus here is on free running, social stealth and assassinations, with a simplified combat engine. Instead of open brawls, you will acquire and use a range of unlockable skills to improve your ability to hunt and kill targets, or to evade aggressors.

Once a multiplayer session has been launched, your character will appear somewhere on the chosen map. You will notice that all citizens around you resemble one of the many playable characters, or "skins". In most Game Modes, some will look identical to you. All you know at first is that other human players are out there, hiding among the crowds, and you will be assigned a contract to kill one of them.

The most important thing to understand about the Assassin's Creed IV multiplayer mode is that winners are determined based on points, not kills. While a high kill count is certainly an accomplishment, performing well in each match is a matter of how you execute your assassinations – not your final body count. With special bonuses acknowledging worthy feats, there is a definite onus on playing the mode in the way its creators intended.

You will regularly find yourself cast in the dual role of hunter and prey. As you walk the streets in search of your contract, other players are likely to be tracking you. Naturally, stealth is of paramount importance. A covert approach can be employed to evade the attention of your victims and potential executors, but you must always be ready to adapt your tactics and flee or hide if a rival assigned to kill you is closing in fast.

The Main Menu

You can cycle through the various tabs of the main menu with the indicated shoulder buttons of your controller.

A Progression: Used to check your progression in the game, as well as statistics and ladders.

B Customization: This is where you can prepare yourself before each game session. Select this menu to edit your Ability Sets, change your character's appearance and animations, and set up your player profile (emblems, pictures, titles, and so forth).

C Home: This is the menu that enables you to play games. You will find a description of all game modes in the Game Modes chapter.

D Abstergo Network: This tab covers all of the interactions you may have with Friends.

E Options and Data: This provides access to the Animus Database, where you will find information on all manner of topics. You can also modify game options and read news updates. Finally, your Personal Folder is where you can view story-related Abstergo Files that you will unlock as you progress in the game.

Onscreen Display

1 Players List:

- Press the required button to display a list of players in the current session, as well as their scores. The list will disappear after a few seconds.

2 Player Data:

- This shows your current rank and score, as well as the time remaining. Victory is handed to the player with the most points at the end of the round.
- You will also find information specific to your game mode here, such as team scores.

3 Assassinate/Stun Button and Lock Button Icons:

- A contextual button prompt that appears above a character's head indicates when a kill or stun can be performed by pressing .
- You can also lock on ( ) to a target by pressing the Lock Button. The lock lasts while your target is in your line of sight, or until manually disabled. It will break if you lose sight of the target for more than a few seconds.

4 Abilities:

- Icons in these slots show which Abilities are currently available to you.
- Abilities in Cooldown (that is, recharging after use) are replaced by a timer until available.

5 Compass:

- The primary function of this directional indicator is to show the approximate position of your target. The width of the "fill" arc increases as you approach your target, becoming a full disc when you are in close proximity. It will turn bright blue whenever your target is in sight.
- There is no Compass in Deathmatch and Domination modes.

6 Target Data:

- This portrait shows the skin of the character you must kill. Beware of lookalikes and disguises. It will take a little while to become acquainted with all characters, but you'll soon gain the ability to recognize your target with a brief glance at his or her picture.
- The portrait is greyed out when your target is not in your line of sight. It turns blue the moment your target enters your field of vision – which means that your victim can see you as well. The display zooms in on the portrait when you are close to your target, and the portrait itself reacts to the heartbeats that can be heard – a clear cue that you are almost within assassination range of your target.
- The Approach Meter illustrates your level of discretion and directly affects your kill bonus. The more careful the approach, the greater the bonus. Subtle, Low Profile actions (such as walking or hiding) gradually fill up the Approach Meter. Conversely, performing High Profile actions (such as running) will cause your Approach Meter to drain.

Controls

As Xbox 360, Xbox One, PS3, PS4, Wii U and PC players own different control devices, we use the standardized terms presented in the table below to refer to each button in many areas of the guide. These should be easy to recognize, but you can refer back here if you need to refresh your memory at any point.

XBOX 360 & XBOX ONE	PS3 & PS4	WII U	Standardized Term	Summary
				Basic Movement
				Camera Control
				Taunt; switch Targets in Team modes; select Ability Set
				Fast Walk
				Shove (High Profile mode only); drop from a ledge; vault over obstacles
				Assassinate; Stun
				Use Ability 3/Ranged Weapon (hold to aim)
	(PS3) (PS4)		Lock Button	Lock Target
	(PS3) (PS4)		High Profile Button	High Profile Mode
	(PS3) (PS4)		Ability 1 Button	Use Ability 1 (hold to aim with abilities that can be thrown)
	(PS3) (PS4)		Ability 2 Button	Use Ability 2 (hold to aim with abilities that can be thrown)
				Center Camera
(Xbox 360) (Xbox One)	(PS3) (PS4)		-	Pause Menu
(Xbox 360) (Xbox One)	(PS3) Touchpad (PS4)		-	Display extra information, such as the Players List and scores

Note for PC Players

To avoid confusion and over-lengthy lists of buttons and keys throughout this guide, we reference console button commands only. If you don't already own one, we can't overstate the difference that a good twin-stick joypad will make. Any brand of wired Xbox 360 controller will suffice, and they're now widely supported by PC game developers.

Control Notes:

- The Fast Walk command (hold) enables you to increase your movement speed by a barely perceptible degree, which can be invaluable for closing the gap on a victim, or pulling away from a would-be aggressor. This incurs no Approach Meter penalties, but experienced players can identify you when you change pace.
- If you are forced to flee, can be held to barge past civilians in your path as you run.
- While walking through crowds, you will notice that the Assassinate/Stun button icon can appear above any civilian when you face them in close proximity. Killing innocents leads to the loss of your contract, so this is where the Lock function comes in useful. Press Lock when your suspected target is in your immediate sight, or hold to aim and release to Lock the target from a distance. A white padlock will then appear over your target's head ( ). The advantage of the Lock function is that the Assassinate icon only appears for this individual, meaning that you cannot accidentally strike an innocent. The Lock will break if you lose sight of a target for more than a few seconds.
- If an enemy makes a High Profile move while in plain sight, an icon will appear over their heads to enable you to focus your attention with ease.
- When running away from an enemy, press or to vault (rather than jump) over small obstacles, or to quickly drop from a rooftop (01). This might surprise your pursuer, who will usually expect you to perform a jump, whereas this move can make you suddenly disappear from their line of sight.

Line of Sight

Line of sight is one of the key concepts in the Assassin's Creed IV multiplayer mode. The principle is simple: whenever there are no obstacles between you and your target, you are within each other's line of sight. This is reflected on the onscreen display by the fact that your target's portrait changes color. It is grayed out initially, and turns bright blue when you enter each other's line of sight.

Whether or not you actually see your target is irrelevant. You could be facing away from each other, and the portrait will nevertheless turn blue (02). Conversely, you will often experience instances where you can physically see a target on your screen, but the portrait will remain grayed out if there is a wall breaking the line of sight between you and your quarry (03).

The most important implication of this concept is that it governs the pace of the game and how you should behave.

- As long as you are not in your target's line of sight, you can use High Profile moves and rush towards your target, sprinting or free running at will.
- The moment you enter their line of sight (as indicated by the portrait's blue color), however, you need to slow down and switch to Low Profile – walking and blending being your best options. Any High Profile action you perform from this point forward will not only deplete your Approach Meter, but also send a signal of your presence to your opponent – a red icon ( ) appearing on their screen to show them your position.

It will usually take you mere seconds to locate and reach your target while sprinting. This means that, as a general rule, you should spend most of your time in the game in Low Profile. As soon as the portrait on your screen turns blue, this is your cue to release the High Profile Button and behave in the same manner as the bystanders around you. With experience, and plenty of game time on individual maps, you'll eventually gain the ability to regularly anticipate these transitions and adopt your preferred subterfuge just before the portrait changes.

Chasing & Fleeing

A chase usually begins when a target spots an incoming pursuer.

- **Pursuer:** Once you are revealed, it's often a good idea to start free running and ascend to higher ground. Not only will your target have to work harder to hide, but you'll also increase the effective range of assassination through free running tackles and aerial kills. You could also try to use shortcuts whenever you have a good idea of where your target intends to run next (04), or employ relevant Abilities at your disposal. As exhilarating as a chase can be, note that protracted pursuits will waste valuable match time.
- **Target:** When you are made aware that an assailant is closing in to assassinate you, your best option is often to escape. Use Chase Breakers to gain distance (05). Even if a pursuer is hot on your heels, hope remains right up until they hit the Assassinate button. With a little luck, good reflexes or tactical sense (if you lure them to a hiding place, for example), you can strike them with your character's stun move. This will incapacitate them for a few seconds and earn you extra points.

Hiding Places

Carts filled with hay (or leaves or hides), **bushes** and **straw piles** are the most obvious hiding places featured in the multiplayer game, and completely remove you from view when you jump inside. All kills made from such places of concealment lead to generous bonuses (05), but with the obvious drawback that you must remain stationary while a rival may be closing in on your position. Furthermore, entering and leaving these hiding places is clearly not the behavior of a civilian: such acts telegraph your intentions to anyone who happens to glance in your direction.

Social stealth is the most common method of finding a hiding place, either by **blending** with a crowd of bystanders or by sitting on a **bench** (07). It is easy to make Low Profile transitions from one group to another, and you need only move briefly through a passing crowd when closing in on your target to earn a related kill bonus. Use the Fast Walk move to catch up with groups of citizens walking ahead of you.

Chase Breakers

Each map features a number of Chase Breakers to enable competitors to briefly evade opponents in pursuit. There are four types to look for, readily identified by the white shimmer of their Animus matrix outline. As Chase Breakers are triggered by any High Profile activity, such as running, you can pass them stealthily without incident. They also reset after a short period of time, so always make good use of the valuable seconds of grace they offer. In Assassin's Creed IV, you can set a trap on a Chase Breaker with the Booby Trap Ability: this causes the device to explode the next time an opponent activates the Chase Breaker.

Lifts: *Collide with the front of these devices to trigger them, and the counterweight will propel you instantly to roof level. Note that you can also drop onto a Lift from above – a tactic of great merit when a rival is almost directly behind you.*

Closing Gates: *Running through these passages will cause doors to swing shut. Time your entry carefully, and these Chase Breakers will slam closed in the face of your would-be assassin and force them to take another path.*

Vines: *Vines disappear immediately after you use them, giving you (but not your pursuer) the opportunity to proceed on a fast and direct free running route.*

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Multiplayer

Characters & Customization

Level progression rewards you with hundreds of unlockables that enable you to alter the in-game appearance of every character, with different costumes, styles and colors, but also with new moves and equipment.

Though weapons and animations may differ between each avatar, there is no functional difference between them. Your choice of character, therefore, is very much a matter of personal preference – and, as you unlock further options, an opportunity to show off your experience with items that aren't immediately available.

Use the Characters menu in the Customization tab to change or customize weapons (some of which are unique to particular characters), appearance, costume, colors and animations – including taunts and stun moves.

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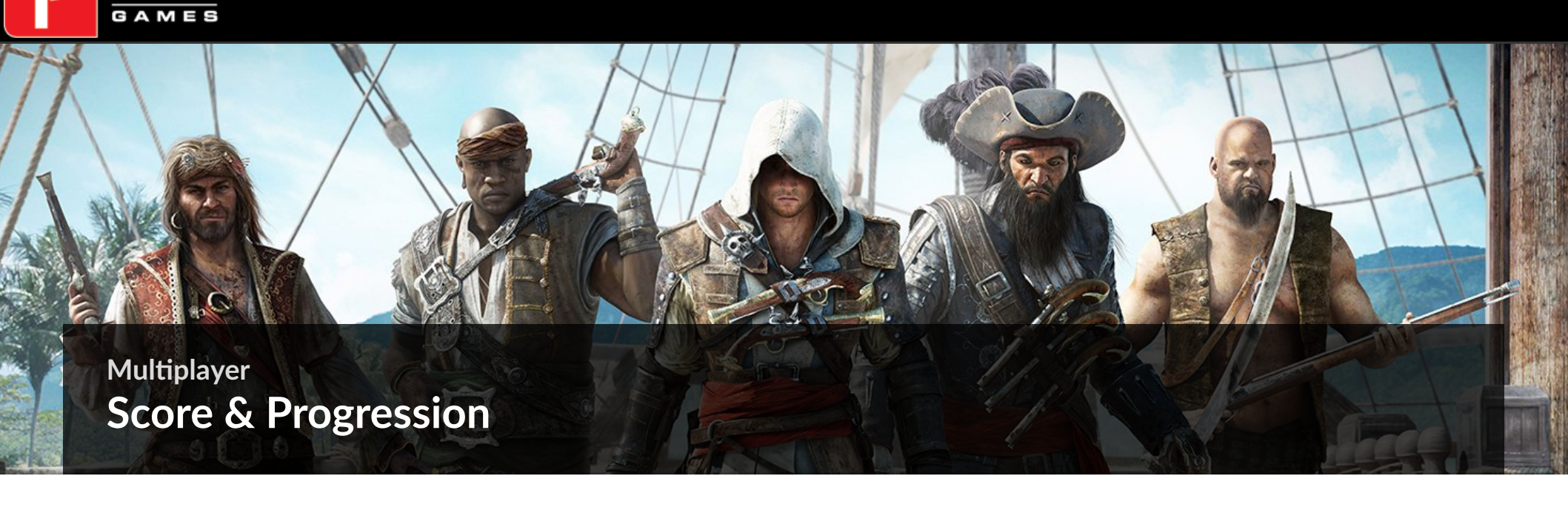

Multiplayer

Score & Progression

Scoring System & Bonuses

To repeat our earlier advice, it is your score that matters – not kills. If you sprint over to a target in the street and brazenly execute them at the first opportunity, you might score a paltry 100 points. However, if you exercise a little restraint and incorporate just a few additional stalking techniques for bonuses, you could increase your points haul significantly, up to 1,000 or more. In essence, one good kill is worth several bad ones. With a time limit on the session, maximizing each kill score will enable you to make the most of a finite number of contracts.

Broadly speaking, you can score by achieving the following game actions:

- Killing targets and stunning pursuers.
- Cooperative actions (such as reviving teammates).
- Mode objectives (such as capturing an Artifact).
- Special feats (such as being the first to kill a target).

Familiarize yourself with the following bonus tables, then gradually try to incorporate them into your playing strategies.

Levels and Progression

XP:

The points you earn from participating in multiplayer matches are converted into experience points (or "XP") that are recorded in your online profile. You can earn XP by:

- Finishing game sessions. Your score in most sessions is converted to XP – so if you end the session with 1,800 points, you will receive 1,800 XP. The only exceptions are Wolfpack (where a ratio is applied to your score), Game Lab and Private sessions (where your XP reward is based on your final rank and the time you spent in the session).
- Completing Challenge steps.

Levels:

Whenever your total XP reaches a new threshold, you will "level up" and gradually advance from Level 1 to Level 55 – and beyond, with Prestige Mode. A Level increase usually grants a reward of one or more of the following.

- New Abilities, Perks, Kill Streaks or Loss Bonuses.
- A new Ability Set.
- Profile elements (emblem, patron picture and title) and character customization parts (such as body parts and colors, weapons, stun and taunt animations). These are cosmetic upgrades and have no effect on gameplay.
- Storyline files.
- Possibility to craft Abilities (only from Prestige 1 onwards).

Level progression improves your capabilities and increases your chance of success against other players online.

Rewards and items are not automatically awarded when you level up. To obtain newly unlocked features, you must purchase them using Abstergo Credits (). You earn credits based on:

Abstergo Credits:

- Your ranking at the end of each adversarial game session.
- The amount of sequences completed in each Wolfpack session.
- The accolades you obtain.

Note that a daily boost is applied to your first 20 minutes of play, doubling the XP and Abstergo Credits you earn during that period.

Erudito Credits:

If you struggle or cannot wait to meet the requirements (both in terms of Levels and Abstergo Credits) to obtain a specific unlockable item such as an Ability, you can buy Erudito Credits and spend them to bypass these requirements entirely – and obtain your reward immediately.

The diagram overleaf reveals which elements are unlocked throughout the course of a standard leveling progression.

Kill & Stun Bonuses

Name	Condition	Score
Kill	Kill your target from the ground. The value of the kill depends on the status of your Approach Meter when you perform it.	+100-450
Aerial	Kill your target from an elevated position.	+100
Stun	Stun a pursuer.	+200
Booby Trap	Kill your target with a Booby Trap.	+100
Pistol	Kill your target with the Pistol Ability.	+100
Poison Dart	Kill your target with the Poison Dart Ability.	+300
Animus Hack	Kill your target with the Animus Hack Kill Streak. The value of the bonus increases with each consecutive use.	+100

Kill Multipliers

Name	Condition	Score
Bench	Kill your target from a bench.	x3
Grab	Kill your target from below while your target is on a rooftop.	x3
Hidden	Kill your target while hidden in a crowd or in a hiding place.	x2
Acrobatic	Kill your target while climbing or crouching.	x1.5
Contested	Kill your target at the same moment that your target stuns you.	x0.5

Action Bonuses

Name	Condition	Score
Focus	Keep the Assassinate/Stun button icon displayed above a target or a pursuer.	+50 (1.5s) +150 (3s)
Poison	Kill your target with the Poison Ability.	+200-300
Chain	Perform two main actions in 10 seconds (kill or stun).	+50
Variety	Collect 4 bonuses (from the following 6: Focus, Chain, Acrobatic, Hidden, Grab, Bench) in the same game session. Can be earned multiple times.	+400
First Blood	Perform the first kill of the session.	+50
Revenge	Kill your previous pursuer before they're killed by another player.	+50
Savior	Kill your target when they're less than 10 meters away from their own target.	+50
Poacher	Kill your target while another of their pursuers is in a range of 10 meters.	+50
Execution	Kill your target with the Pistol Ability while he or she is running.	+50
Streak Score x2	Kill or Stun a player with the corresponding Loss Bonus active.	x2

Wolfpack Bonuses

Name	Condition	Score
Objective	Complete an objective.	+200-500
Sync-Kill	Perform a sync-kill move.	+250
Remaining Packets	Earned for each remaining Healthy Packet when you complete an Infection sequence.	+250
Defense	Complete a Defense sequence. The bonus value is based on the remaining loot.	+100-250
Remaining Loot	Earned every 5 seconds in Defense for as long as you still own chests.	+20-50

The values in these tables may be adjusted in post-release updates.

Cooperative Bonuses

Name	Condition	Score
Revive	Help a stunned ally stand up.	+50
2 Multi Kill	2 kills are performed in a period of 3 seconds by the player or a teammate.	+100
3 Multi Kill	3 kills are performed in a period of 6 seconds by the player or teammates.	+250
4 Multi Kill	4 kills are performed in a period of 9 seconds by the player or teammates.	+400
Assist	A teammate kills/stuns a target/pursuer locked by the player.	+50

Other Bonuses

Name	Condition	Score
Lure	Have an opponent kill or stun a civilian lookalike that you spawned using an ability.	+100
Bodyguard	Your Bodyguard stuns a pursuer.	+100
Decoy	Have an opponent kill your own Decoy.	+100
Ground Finish	Perform a finish move on a target killed by another player.	+50
Intercepted	A poisoned target is killed by another player.	+50

Name	Condition	Mode	Score
Hidden Alone	Earned every 5 seconds when the player is hidden (blend, bench, haystack) as a prey.	Manhunt	+20
Team Hidden	Earned every 5 seconds when the player is hidden with 1, 2 or 3 teammates in range.	Manhunt	+35 (1) +45 (2) +50 (3)
Artifact Stolen	Earned when the player steals the opposition Artifact.	Artifact Assault	+150
Artifact Score	Earned when the player carries the opposition Artifact to their own base.	Artifact Assault	+400
Support	Earned when the player kills/stuns an opponent within a range of 20 meters from a teammate carrying the Artifact.	Artifact Assault	+50
Zone Captured	Earned when the player captures an enemy-controlled territory.	Domination	+200
Zone Secured	Earned every 5 seconds when the player is in a zone captured by their own team, with no enemy contesting it.	Domination	+20
Domination	Earned every 5 seconds when the team owns all the territories.	Domination	+50

Adversarial Mode Bonuses

The values in these tables may be adjusted in post-release updates.

Leveling Progression Chart

The values revealed in this diagram may be adjusted in post-release updates.

Challenges

Four types of Challenge are recorded in the Progression menu. These are unlocked by repeating the corresponding feat a certain number of times. Most Challenges have three milestones that reward you with an XP bonus when the related benchmark is reached.

Note that you can choose to reset your progression in unlocking Challenges once you have completed at least 80% of them. If your long-term goal is to reach the highest Levels (rather than simply completing all Challenges once and for all), this option enables you to start over and complete all Challenges one more time – and therefore receive the associated XP rewards again.

Abilities

Name	Condition	Step 1	Step 2	Step 3			
Milestone	XP	Milestone	XP	Milestone	XP		
The Deceiver	Stun a pursuer while using Disguise.	x5	1,000	x25	2,000	x75	3,350
The Liar	Kill a target while using Disguise.	x5	750	x25	1,500	x5	2,500
The Generous	Use a Money Bomb to reveal and kill a blended target.	x5	750	x20	1,500	x50	2,500
The Trouble Maker	Use a Money Bomb to form a crowd and slow down your pursuer.	x1	1,000	x10	2,000	x25	3,350
The Knife Thrower	Use Knives to slow down and kill a target.	x10	750	x50	1,500	x150	2,500
The Timewalker	Use Time Phase to confuse and stun a pursuer or kill a target.	x5	1,000	x20	2,000	x50	3,350
The Etheral	Use Time Phase to capture a Territory or an Artifact.	x5	1,000	x20	2,000	x50	3,350
The Puppet Master	Make another player kill your Decoy or Bodyguard.	x5	1,000	x25	2,000	x75	3,350
The Clear Sighted	Use Disruption to confuse and kill a target.	x1	1,000	x10	2,000	x25	3,350
The Distractor	Use Disruption to confuse and stun a pursuer.	x1	1,500	x10	3,000	x25	5,000
The Observant	Use Morph or Mass Morph to reveal and kill a target.	x1	1,000	x10	2,000	x25	3,350
The Chameleon	Perform a stun while in morphed crowd.	x10	750	x50	1,500	x150	2,500
The Pyrotechnician	Use Firecrackers and kill a blinded target.	x5	750	x25	1,500	x75	2,500
The Vanquisher	Use Firecrackers and stun a blinded pursuer.	x1	1,000	x10	2,000	x25	3,350
The Brain	Use Sabotage to trap and stun a pursuer or kill a target.	x5	1,000	x20	2,000	x55	3,350
The Sly	Use a Tripwire Bomb to stop a pursuer.	x5	750	x25	1,500	x75	2,500
The Master Hunter	Use a Tripwire Bomb to stop and kill a target.	x1	1,500	x5	3,000	x20	5,000
The Noble	Use Bodyguard to stun a locked pursuer.	x5	1,000	x20	2,000	x50	3,350
The Trapper	Kill another player with a Booby Trap.	x5	1,000	x20	2,000	x50	3,350
The Spiritualist	Use Glimmer to stun a pursuer.	x5	1,000	x20	2,000	x50	3,350
The Ghost	Use Glimmer to kill a target.	x5	750	x20	1,500	x50	2,500
The Cleaner	Use Wipe and kill a target or stun a pursuer.	x5	1,000	x20	2,000	x50	3,350
The Defensive	Use Animus Shield to block another player's ranged weapon.	x1	1,500	x10	3,000	x25	5,000
The Impassive	Use Animus Shield to block a bomb then kill a target or stun a pursuer.	x5	1,000	x20	2,000	x50	3,350
The Pistolier	Use the Pistol to kill a jumping or running target.	x5	1,000	x25	2,000	x75	3,350
The Shaman	Use Teleport to cross the frontier in team game modes.	x5	750	x20	1,500	x50	3,350
The Evader	Use Teleport while less than 10 meters away from a pursuer.	x5	1,000	x20	2,000	x50	3,350
The Apothecary	Use Poison after focusing a target.	x5	1,500	x20	3,000	x50	5,000
The Herbalist	Poison one target and kill another before the poison takes effect.	x1	1,500	x10	3,000	x25	5,000
The Magician	Use a Smoke Bomb to stop and stun a pursuer.	x10	750	x50	1,500	x150	2,500
The Marauder	Use a Smoke Bomb to stop 2 or more players.	x5	1,500	x25	3,000	x75	5,000
The Hurried	Hit your target with a Pistol or a Poison Dart before the end of the aiming time.	x5	1,000	x20	2,000	x50	3,350
The Quick Thinker	Use Wipe to counter a ranged weapon, a Bomb or Teleport.	x1	1,500	x10	3,000	x25	5,000
The Gifted	Trigger a Revelation.	x1	1,000	x10	2,000	x25	3,350
The Changeling	Trigger a Mass Morph or a Silent Mass Morph.	x1	1,000	x10	2,000	x25	3,350
The Eager	Trigger a +250 Streak Bonus or a +550 Streak Bonus.	x1	1,000	x10	2,000	x25	3,350
The Fury	Trigger a Daze.	x1	1,000	x10	2,000	x25	3,350
The Psychic	Trigger an Animus Hack.	X1	1,500	x10	3,000	x25	5,000

Style

Name	Condition	Step 1	Step 2	Step 3			
Milestone	XP	Milestone	XP	Milestone	XP		
The Good Samaritan	Revive a teammate.	x10	1,000	x50	2,000	x50	3,350
The Vengeful	Earn a Ground Finish bonus.	x50	750	x150	1,500	x350	2,500
The Inventive	Kill or stun a target using the environment.	x10	750	x50	1,500	x150	2,500
The Bird of Prey	Earn an Aerial Kill bonus or an Acrobatic multiplier.	x20	750	x75	1,500	x175	2,500
The Unseen	Earn a Hidden Kill multiplier.	x10	1,000	x50	2,000	x150	3,350
The Sneaky	Perform a kill with a Grab or Hidden multiplier.	X5	1,000	x25	2,000	x75	3,350
The Silent Master	Earn a Focus bonus.	x5	1,000	x20	2,000	x75	3,350
The Artist	Perform a kill worth at least 700 points.	x5	750	x25	1,500	x75	2,500
The Stealth Master	Perform 3 kills with a perfect approach (450 points) in a single game session.	x5	1,000	x20	2,000	x50	3,350
The Medium	Kill a target that is close to at least 2 lookalikes.	x10	750	x50	1,500	x150	2,500
The Sagacious	Stun your pursuer and kill your target within 7 seconds.	x5	1,000	x25	2,000	x75	3,350
The Wrestler	Stun a pursuer.	x50	1,500	x150	3,000	x350	5,000
The Punisher	Earn a Focus bonus on a stun.	x5	1,000	x25	2,000	x75	3,350
The Versatile	Earn a Variety bonus.	x5	1,000	x25	2,000	x75	3,350
The Resourceful	Earn three Variety bonuses in a single game session.	x1	1,500	x10	3,000	x25	5,000
The Provoker	Taunt a target you have just stunned or killed.	x10	750	x25	1,500	x75	2,500
The Inquisitor	Taunt then kill or stun another player.	x1	1,500	x5	3,000	x15	5,000
The Usurper	Take the lead in the last 20 seconds and keep it until the session ends.	x1	1,500	x5	3,000	x15	5,000
The Competitor	Activate 2 Kill Streaks in a single game session.	x5	1,500	x20	3,000	x50	5,000

The values in these tables may be adjusted in post-release updates.

Adversarial

Name	Condition	Step 1	Step 2	Step 3			
Milestone	XP	Milestone	XP	Milestone	XP		
The Ambitious	Earn the First Blood bonus.	x5	750	x20	1,500	x50	2,500
The Audacious	Survive at least 15 seconds while hearing whispers.	x5	1,500	x25	3,000	x75	5,000
The Enduring	Earn a Multi-Kill bonus in any team mode.	x25	750	x100	1,500	x250	2,500
The Infiltrator	Earn 200 points of Hidden Bonuses in Manhunt.	x10	1,000	x50	2,000	x150	3,350
The Highwayman	Score an Artifact in an Artifact Assault game session.	x5	1,000	x25	2,000	x75	3,350
The Eradicator	Kill a target that is holding the Artifact.	x5	750	x25	1,500	x75	2,500
The Conqueror	Have all territories captured in Domination for at least 10 seconds.	x1	1,500	x10	3,000	x25	5,000
The Conquistador	Capture a zone occupied with at least one opponent in Domination.	x5	1,000	x20	2,000	x50	3,350
The Crafty	Capture a territory and kill a target in less than 5 seconds in Domination.	x5	1,000	x20	2,000	x50	3,350
The Show-Off	Taunt an opponent from across the frontier.	x5	750	x25	1,500	x75	2,500
The Deathless	Stay alive for 60 seconds in Deathmatch.	x10	750	x50	1,500	x150	2,500
The Vulture	Kill a target that has just performed a kill in an Assassinate game session.	x5	1,000	x25	2,000	x75	3,350
The Patriot	Score at least 6,000 points in a single game session.	x1	1,000	x5	2,000	x25	3,350
The Mass Murderer	Kill 10 targets in a single game session.	x1	1,000	x5	2,000	x25	3,350
The Rebel	Complete a public session with the Rebel.	x3	750*	x10	1,500**	x20	2,500***
The Wayfarer	Complete a public session with the Wayfarer.	x3	750*	x10	1,500**	x20	2,500***
The Huntsman	Complete a public session with the Huntsman.	x3	750*	x10	1,500**	x20	2,500***
Lady Black	Complete a public session with Lady Black.	x3	750*	x10	1,500**	x20	2,500***
The Mercenary	Complete a public session with the Mercenary.	x3	750*	x10	1,500**	x20	2,500***
The Buccaneer	Complete a public session with the Buccaneer.	x3	750*	x10	1,500**	x20	2,500***
The Physician	Complete a public session with the Physician.	x3	750*	x10	1,500**	x20	2,500***
The Navigator	Complete a public session with the Navigator.	x3	750*	x10	1,500**	x20	2,500***
The Night Stalker	Complete a public session with the Night Stalker.	x3	750*	x10	1,500**	x20	2,500***
The Puppeteer	Complete a public session with the Puppeteer.	x3	750*	x10	1,500**	x20	2,500***
The Adventurer	Complete a public session with the Adventurer.	x3	750*	x10	1,500**	x20	2,500***
The Cutthroat	Complete a public session with the Cutthroat.	x3	750*	x10	1,500**	x20	2,500***
The Dandy	Complete a public session with the Dandy.	x3	750*	x10	1,500**	x20	2,500***
The Duelist	Complete a public session with the Duelist.	x3	750*	x10	1,500**	x20	2,500***
The Firebrand	Complete a public session with the Firebrand.	x3	750*	x10	1,500**	x20	2,500***
From Saba Island	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Portobelo	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Santa Lucia	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Palenque	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Carthagena Jail	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From La Havana	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Tampa Bay	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******
From Saint Pierre	Complete a public session on this map.	x3	750****	x10	1,500*****	x20	2,500******

Wolfpack

Name	Condition	Step 1	Step 2	Step 3			
Milestone	XP	Milestone	XP	Milestone	XP		
The Cool-Headed	Successfully complete a Sync-Kill.	x5	1,000	x25	2,000	x75	3,350
The Collaborator	Complete 10 sequences in a row.	x5	750	x20	1,500	x50	2,500
The Defender	Successfully complete a Defense Sequence.	x5	1,000	x20	2,000	x50	3,350
The Shirker	Successfully complete an Infection Sequence.	x5	1,000	x20	2,000	x50	3,350
The Templar Adventurer	Win a Wolfpack session with the Adventurer or in Palenque.	x1	1,000	-	-	-	-
The Templar Rebel	Win a Wolfpack session with the Rebel.	x1	1,000	-	-	-	-
The Templar Mercenary	Win a Wolfpack session with the Mercenary or in Santa Lucia.	x1	1,000	-	-	-	-
The Templar Puppeteer	Win a Wolfpack session with the Puppeteer or in Palenque.	x1	1,000	-	-	-	-
The Templar Firebrand	Win a Wolfpack session with the Firebrand or in Saint-Pierre.	x1	1,000	-	-	-	-
The Templar Lady Black	Win a Wolfpack session with Lady Black or in La Havana.	x1	1,000	-	-	-	-
The Templar Duelist	Win a Wolfpack session with the Duelist or in Tampa Bay.	x1	1,000	-	-	-	-
The Templar Dandy	Win a Wolfpack session with the Dandy or in Saba Island.	x1	1,000	-	-	-	-
The Templar Cutthroat	Win a Wolfpack session with the Cutthroat or in Carthagena Jail.	x1	1,000	-	-	-	-
The Templar Buccaneer	Win a Wolfpack session with the Buccaneer.	x1	1,000	-	-	-	-
The Templar Physician	Win a Wolfpack session with the Physician.	x1	1,000	-	-	-	-
The Templar Navigator	Win a Wolfpack session with the Navigator.	x1	1,000	-	-	-	-
The Templar Huntsman	Win a Wolfpack session with the Huntsman.	x1	1,000	-	-	-	-
The Templar Wayfarer	Win a Wolfpack session with the Wayfarer.	x1	1,000	-	-	-	-
The Templar Night Stalker	Win a Wolfpack session with the Night Stalker.	x1	1,000	-	-	-	-
The Wolfpack Leader	Win a Wolfpack Unleashed session on all standard maps.	x1	3,000	-	-	-	-

The values in these tables may be adjusted in post-release updates.

Accolades

Accolades are rewards given at the end of each session that acknowledge special feats; they reveal a great deal about your play style. By claiming Accolades, you can earn additional .

Accolades

Icon	Name	Condition	Game Modes
	The Expert	Had the best single Kill score.	Free For All Modes
	The Stunner	Performed the most Stuns.	Free For All Modes
	The Poacher	Earned the most Poacher bonuses.	Wanted
	The Savior	Earned the most Savior bonuses.	Wanted
	The Hard-Boiled	Earned the most Chain bonuses.	Deathmatch
	The Audacious	Spent the most time with whispers.	Deathmatch
	The Elusive*	Was acquired the least.	Assassinate
	The Visionary	Revealed the most pursuers.	Assassinate
	The Liberator	Revived the most allies.	Team Modes

Icon	Name	Condition	Game Modes
	The Wingman	Earned the most Assist bonuses.	Team Modes
	The Practiced	Had the most Kills without being Stunned.	Manhunt
	The Lurker	Blended with a teammate the longest.	Manhunt
	The Glutton	Scored the most Artifacts.	Artifact Assault
	The Stalwart	Killed the most Artifact thieves.	Artifact Assault
	The Despot	Captured the most Territories.	Domination
	The Mole	Spend the most time securing Territories.	Domination
	The Monster	Scored the most Multi-Kills.	Wolfpack
	The Sneaker*	Revealed the least by targets.	Wolfpack

* You can only earn this Accolade if you have played at least 90% of the overall session duration.

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Multiplayer

Ability Sets

Ability Sets grant your character additional skills, weapons or bonuses, all of which are detailed below. Each set is composed of:

- Three Abilities (including one Ranged Weapon)
- Two Perks
- One Streak
- One Loss Bonus

Initially you only have one set to play with. As you gain levels, you will unlock up to six additional sets, which you can freely define in accordance with your preferences or the challenges that lie ahead in a particular play mode.

STARTING SET

Abilities	Perks	Streak & Bonus
Disguise Money Bomb No Ranged Weapon	Sixth Sense No Perk	No Streak No Bonus

Once you have unlocked many skills and perks, be sure to prepare several Ability Sets that you can use in various situations or game modes. The Favorite Ability Sets option enables you to assign an Ability Set for a specific Game Mode: when you start a session, your Favorite Ability Set for that mode will be the first one that can be selected.

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Multiplayer

Abilities

Abilities are special skills that can be used at any time to give you an edge over your opponents. Once activated, they are unavailable for a Cooldown period as they recharge. Some of them can be thrown by holding and releasing the corresponding button. All Abilities can be improved through Crafting, which enables you to improve two parameters of the chosen Ability (see overleaf).

You can activate standard Abilities with the corresponding shoulder buttons of your controller. Press to use Ranged Weapons.

Abilities

Icon	Name	Unlocked	Effect	Notes
	Disguise	Level 1	Temporarily changes your appearance to surprise opponents.	Use this when you are out of a pursuer's field of vision for better results. Most effective when you stand close to a lookalike of your true skin. While fleeing, activate it right as you round a corner and turn around to surprise your pursuer. There's a risk of being revealed when the effect expires. This exposure factor can be reduced through crafting. Ends as soon as you perform a kill or stun.
	Money Bomb	Level 1	Attracts civilians within a fixed radius, but has no effect on other characters, which reveals any player in the vicinity.	You can drop the bomb at your feet or aim and throw it. Useful to reveal a target blended in a crowd or to impede the progress of an aggressor during an escape.
	Time Phase	Level 6	Slows targets and prevents them from getting feedback.	You can drop the Time Phase at your feet or aim and throw it. When you hear the sound of a pursuer aiming at you, you can use Time Phase to cancel their lock and buy precious time.
	Decoy	Level 6	Changes the appearance of a civilian to mimic your own, and causes them to run away, tricking your pursuers.	Good for misleading both pursuers and targets. Can be used to simply divert an approaching pursuer, or to set up a stun opportunity once they have been distracted. If you use Decoy while Disguised, the Decoy will mimic your Disguised appearance, which can be very confusing for your opponents.
	Morph	Level 12	Transforms civilians inside the area of effect into your duplicates.	This is very useful to hide from pursuers, but make sure that you use it while hidden in a crowd. Offensive use: Morph a crowd from afar to reveal a blended target.
	Firecrackers	Level 12	Scares civilians and blinds opponents, revealing their presence.	Can be used to identify opponents; watch the movements of all affected individuals carefully. You can drop Firecrackers at your feet or aim and throw them. The latter can be an efficient way to identify and/or stop a distant target. A blinded pursuer is unable to lock you, but can still kill you.
	Tripwire Bomb	Level 18	Explodes when a target or pursuer steps on it, preventing them from moving and performing any action during a short period.	You can drop the bomb at your feet or aim and throw it. The bomb takes a few seconds to activate. Place a bomb in a narrow corridor (the entrance to a Domination territory, for instance) for an easy stun opportunity. The bomb can be set off with no consequences by an opponent who walks cautiously near it.
	Bodyguard	Level 18	Creates a duplicate of your character who will protect you from pursuers.	Can only be used when you are being pursued. The Bodyguard cannot climb and focuses on a single pursuer at a time. A very effective way to confuse your pursuers. Stay close to your duplicate for maximum efficiency and defensive stun opportunities. Lock your pursuer before you activate Bodyguard – your duplicate will focus on the locked target very efficiently.
	Booby Trap	Level 26	Traps a nearby Chase Breaker to make it explode the next time an opponent uses it.	Can be used both defensively during an escape, or offensively when you know in advance where a target is likely to run. A Booby Trap can be spotted on the ground. Walk carefully past it in order to not activate it.
	Glimmer	Level 26	Makes you almost invisible.	Can be used to escape a pursuer or approach a target unnoticed. The slower you move, the less visible you are. If hidden, you're almost completely invisible. If you run, an "aura" can be seen by experienced opponents. Ends as soon as you perform a kill or stun.
	Wipe	Level 34	Reveals all players in the ability radius, prevents them from using their abilities, and silences their whispers and heartbeats.	This gives you free reign to kill an affected target, but keep in mind that they can still kill you in their weakened condition. Useful to reveal targets blended in crowds.
	Animus Shield	Level 34	Makes you immune to Poison, Bombs and ranged weapons.	Can be used both offensively (for example, to resist the effect of a Smoke Bomb dropped by a target that spotted you) and defensively (to survive when a pursuer uses Abilities against you). Increases your chances to survive longer, especially as a sound effect reveals when someone aims at you. By default, the shield can only negate one Ability, but this can be upgraded through crafting (up to three shield "charges").
	Teleport	Level 42	Teleports you to a different position on the map.	Perfect to escape an incoming pursuer. You will always Teleport to a destination in your field of vision. Can be used in Artifact Assault mode to increase your chances to quickly bring back the Artifact to your base.
	Poison	Level 42	Poisons a target to slowly kill them.	You can only poison a target in close proximity. There is no kill animation, so you can escape flashpoints stealthily. Even if you die before the Poison kills your target, you will still earn your Kill Score.
	Smoke Bomb	Level 48	Throws a Smoke Bomb to confuse civilians and opponents alike.	You can drop the bomb at your feet or aim and throw it. Offensive use: score Focus bonus on target; prevent a target from fleeing. Defensive use: paralyze one or more pursuers for a follow-up stun.

Ranged Weapons

Icon	Name	Unlocked	Effect	Notes
	Disruption	Level 4	Scrambles the vision of a target and breaks an active lock.	This can be used both offensively and defensively. This is a great ability to employ to elude a pursuer, or to turn the tables and stun them.
	Knives	Level 12	Throws Knives that slow down your target.	Lock your target before throwing the Knives. A target that you have hit with Knives can still stun you, so don't approach them recklessly. Knives prevent a victim from climbing and limit their range of action. Being hit by a Knife will cause a target to fall while climbing.
	Sabotage	Level 28	Counteracts the next Ability your target attempts to use while affected.	This is especially useful in situations where a duel is imminent. Strike your target with Sabotage to increase the odds that you will win the encounter.
	Pistol	Level 38	Shoots the targeted character after securing a Lock.	Hold to increase your accuracy. Good for rooftop chases, and for swiftly dispatching targets who lose their nerve and break cover to flee.
	Poison Dart	Level 48	Poisons a target from afar.	The Cooldown begins only after the Poison kills the target. You can be spotted as you aim. The Poison Dart is more risky to use than the Pistol, but it rewards you with bigger bonuses.

Multiplayer

Crafting

Crafting is the process of customizing Abilities by modifying and tweaking their parameters. This enables you to upgrade your Abilities in a way that best suits your strategy, but can only be achieved as you reach specific Prestige 1 level milestones, Each Crafting upgrade costs Abstergo credits.

Crafting

Icon	Name	Unlocked	Parameter	Default Value	Upgrade #1	Upgrade #2
	Disguise	Prestige 1, Level 6	Duration	12s	16s	20s
			Cooldown	60s	57s	54s
			Exposure	Strong	Medium	Light
	Money Bomb	Prestige 1 Level 8	Civilians Attracted	6	8	10
			Range	5m	7.5m	10m
			Cooldown	46s	43.7s	41.4s
	Decoy	Prestige 1 Level 12	Duration	5s	10s	15s
			Cooldown	56s	53.2s	50.4s
			Score Bonus	100	200	300
	Disruption	Prestige 1 Level 14	Disturbance Intensity	Light	Medium	Strong
			Duration	5s	7.5s	10s
			Cooldown	52s	49.4s	46.8s
	Time Phase	Prestige 1 Level 16	Duration	4s	6s	8s
			Range	6m	8m	10m
			Cooldown	72s	68.4s	64.8s
	Morph	Prestige 1 Level 18	Range	3.5m	4.5m	5.5m
			Civilians Morphed	3	4	5
			Cooldown	65s	61.75s	58.5s
	Firecrackers	Prestige 1 Level 22	Range	5m	5.5m	6m
			Duration	4s	4.5s	5s
			Cooldown	82s	77.9s	73.8s
	Knives	Prestige 1 Level 24	Target Speed	90%	80%	70%
			Duration	2s	2.5s	3s
			Cooldown	85s	80.75s	76.5s
	Tripwire Bomb	Prestige 1 Level 26	Range	2m	2.25m	2.5m
			Activation Time	5s	4s	3s
			Cooldown	80s	76s	72s
	Bodyguard	Prestige 1 Level 28	Range	7.5m	10m	12.5m
			Duration	5s	7.5s	10s
			Cooldown	68s	64.6s	61.2s
	Booby Trap	Prestige 1 Level 32	Activation Time	8s	6.5s	5s
			Visible Range	12m	10m	8m
			Cooldown	100s	95s	90s
	Sabotage	Prestige 1 Level 34	Duration	7.5s	10s	12.5s
			Counteract Time	30s	40s	50s
			Cooldown	64s	60.8s	57.6s
	Glimmer	Prestige 1 Level 36	Cooldown	70s	66.5s	63s
			Duration	8s	10s	12s
			Exposure	Strong	Medium	Light
	Wipe	Prestige 1 Level 38	Range	8m	10m	12m
			Duration	5s	7.5s	10s
			Cooldown	76s	72.2s	68.4s
	Animus Shield	Prestige 1 Level 42	Duration	4.5s	6s	7.5
			Charges	1	2	3
			Cooldown	74s	70.3s	66.6s
	Pistol	Prestige 1 Level 44	Aiming Time	2s	1.5s	1s
			Initial Accuracy	30%	45%	60%
			Cooldown	100s	95s	90s
	Teleport	Prestige 1 Level 46	Activation Time	3.5s	3.25s	3s
			Range	35m	40m	45m
			Cooldown	90s	85.5s	81s
	Poison	Prestige 1 Level 48	Delay	8s	6.50s	5s
			Range	15m	20m	25m
			Cooldown	96s	91.2s	86.4s
	Smoke Bomb	Prestige 1 Level 52	Range	3m	3.25m	3.5m
			Duration	2.8s	3s	3.2s
			Cooldown	105s	99.75s	94.5s
	Poison Dart	Prestige 1 Level 54	Delay	8s	6.5s	5s
			Range	15m	20m	25m
			Cooldown	96s	91.2s	86.4s

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Multiplayer

Perks

You can further customize your character by choosing two Perks, additional “passive” powers that remain active at all times throughout each match. Perks are also unlocked through Level progression.

Perks

Icon	Name	Effect	Unlocked
	Sixth Sense	Reveals notorious pursuers or notorious targets behind you.	Level 1
	Copycat	Enables you to copy the Ability Set of the opponent who just killed you.	Level 2
	Fast Recovery	Reduces the time before recovering an Ability used just before dying.	Level 14
	Sentry	Increases the time a target will remain locked when you lose sight of him or her.	Level 14
	Hot Pursuit	Increases your speed when chasing a target and slows down the depletion of your Approach Meter.	Level 22
	Blender	When you blend with a crowd, one of the civilians is automatically Morphed into your character’s skin.	Level 22
	Determined	Ignores the score divider on Contested Kills.	Level 28
	Resistance	Reduces the duration of stuns or Contested Kills.	Level 28
	Resilience	Decreases the duration of Abilities used against you.	Level 36
	Survival	Temporarily makes you very hard to see when you are stunned or vulnerable.	Level 36
	Overall Cooldowns	Reduces all Ability Cooldown periods.	Level 44
	Unstoppable	Opens all recently closed Chase Breakers and enables you to charge through civilians without falling.	Level 44
	Kill Buffer	Decreases your Kill Streak by one instead of resetting it when you die.	Level 52

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Multiplayer

Streaks

Streaks are performance-based bonuses earned through cumulative accomplishments or successive failures within each round.

- A **Kill Streak** of successfully completed contracts will reward the player with extra points or a temporary play bonus. The Kill Streak counter increases by one point for each Stun or standard Kill, and by two points for each Kill with a Perfect Approach (450 points) or Team Mode objective completed (Artifact captured in Artifact Assault, and zone captured in Domination).
- Players who consistently die or lose contracts will incur a **Loss Bonus**, which actually helps them to arrest their poor form by granting small advantages. The Loss Streak counter increases by one point for each contract loss, and by two points for each Death or Stun suffered.

Kill Streaks

Icon	Name	Description	Unlocked
	Revelation	Reveals pursuers within sight until you are killed or stunned. Activates when you perform a Kill Streak of **5**.	Level 16
	Streak +250	Receive 250 points when you perform a Kill Streak of **8** without being killed.	Level 16
	Mass Morph	If you perform a Kill Streak of **7**, up to 15 surrounding civilians will be morphed into your lookalikes.	Level 24
	Daze	Reduces the action range of the surrounding opponents. Activates when you perform a Kill Streak of **5**.	Level 32
	Streak +550	Receive 550 points when you perform a Kill Streak of **11** targets without being killed.	Level 38
	Animus Hack	If you perform a Kill Streak of **13**, this enables you to kill whomever you want from a distance. The sum of points you earn increases with each opponent you kill in this manner.	Level 20 > 46

Loss Bonuses

Icon	Name	Description	Unlocked
	Scavenger	Rewards you with 200 points and boosts your Approach Meter for each Ground Finish until you perform a kill or stun. Activates when your Loss Streak counter reaches **4**.	Level 8
	Vision	Reveals targets in your line of sight or their location through walls until you perform a kill. Activates when your Loss Streak counter reaches **6**.	Level 8
	Ability Switch	Enables you to change your current Ability Set. Activates when your Loss Streak counter reaches **2**.	Level 24
	Minor Hack	Enables you to kill your next target from a distance. Activates when your Loss Streak counter reaches **8**.	Level 32
	Score x2	Doubles the points earned by your next kill or stun. Activates when your Loss Streak counter reaches **10**.	Level 38
	Boost Cooldowns	Resets and decreases the duration of Cooldowns until you perform a kill. Activates when your Loss Streak counter reaches **12**.	Level 46

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Multiplayer

Adversarial Game Modes

Training Sessions

Mode:	Non-competitive	Duration:	∞
Objective:	Practice kills and stuns.		

NOTES & TIPS

- These sessions are only intended as one-off tutorials. However, you can replay them as many times as you like to experiment with different approaches.
- You can also access a wide range of videos with the Video Training option. This will show you how all Abilities work and are best used.

Deathmatch

Mode:	Competitive	Duration:	1 round of 10 minutes
Objective:	Achieve the highest score by killing assigned targets.		

NOTES & TIPS

- Each player's skin is the only one of its kind in this mode, though you can use Abilities or Perks that create duplicates.
- You are both predator and prey, and can only kill your assigned target.
- There is no Compass for any player in this mode. This means that Deathmatch is all about line of sight and paying attention to your target's portrait. If the portrait outline is grayed out (meaning your target is not in your line of sight), run to a new large open area and slow down. If the portrait turns blue, use low profile actions to approach your target. Once you are close to your target, the portrait display zooms in on the face of your potential victim, which will help you identify them.
- Deathmatch maps are very small, so it pays to get into moving cover as soon as you spawn. Your pursuer is never very far away.
- The higher your rank, the more pursuers will hunt you.
- Blender is a useful Perk in Deathmatch. Creating a lookalike of your character whenever you blend offers welcome life insurance (01), though be aware that pursuers will easily identify you if they see you in the process of creating a duplicate.
- Animus Hack can be lethal in this game mode, as there are no lookalikes. The moment you activate this Streak, and provided you've spent enough time in the session to identify each unique character, you can rack up kills at an incredible rate.
- When you think you have spotted your target, be aware that they could be Disguised.
- Smoke Bombs are great to use defensively. The moment you spot an incoming pursuer, watch them approaching and throw your bomb when they're close for an easy stun.

Wanted

Mode:	Competitive	Duration:	1 round of 10 minutes
Objective:	Achieve the highest score by killing assigned targets.		

NOTES & TIPS

- You are both predator and prey, but you may only kill your contracted target.
- It's harder to hide in Wanted than in Deathmatch as your pursuer has a Compass. However, there are duplicates of your character wandering around, making it easier to blend and lure your pursuer into killing a civilian.
- Use your Compass to anticipate a target's route through an arena, and you may be able to catch him or her out as they round a corner.
- When you blend with a group, try to select one with at least one duplicate of your character.
- It can sometimes be more efficient to take the time to identify and escape a pursuer before tracking your own target. Staying alive enables you to complete Streaks and earn more points.
- If you manage to approach your target from behind an obstacle, jump on the obstacle and perform the kill from there for an easy bonus.
- When you're following a target that hasn't noticed you, don't always rush to get a cheap kill. Silently fast walking behind them may enable you to kill them as they're performing a kill themselves, which will net you more points.
- In this very hectic mode, defensive Abilities can enable you to survive longer and get more kill opportunities. The Animus Shield often proves particularly useful in this sense.
- When you use a Chase Breaker to escape a pursuer, consider stopping and Blending or hiding immediately as you exit. Your pursuer will expect you to run away frantically and may lose you completely (02).
- If you are first with a high score, you will usually be pursued by two or three characters at the same time. In such instances, consider playing defensively. Blend in a group with at least one lookalike (more, ideally), and your rivals will need to employ Abilities to identify you – something that they won't always have access to.
- Don't necessarily run away after you kill a target. You will often be pursued yourself, and sprinting will only make you easier to identify.

Assassinate

Mode:	Competitive	Duration:	1 round of 10 minutes
Objective:	Identify, acquire and assassinate the target of your choice to achieve the highest score.		

NOTES & TIPS

- There is no pre-assigned target in this mode. The key is to acquire one, simply by pressing the appropriate shoulder button of your controller. However you can acquire anyone you encounter, including civilians. Your goal, therefore, is to be very cautious, keep a low profile and watch your surroundings. Every time you notice someone behaving strangely, running or performing other high profile actions, quickly acquire them and try to make a discrete approach to achieve a kill with the best possible bonus.
- You do not have a proper Compass in this mode; however, up to four arrows show you the general direction of nearby players (). As you approach your target, the arrow turns into a thin arc, then a full circle, so you can rarely use it to determine the exact position of your potential target. As an indicator of where you should begin a hunt, though, these prove invaluable. A very effective strategy is to use the arrows to travel directly towards a target. As soon as an arrow turns into an arc or a circle, be stealthy and blend until you spot a target that you can acquire.

  03

- As soon as you acquire a target, you vanish from their Compass, but also lose sight of other opponents.
- As a rule, you will perform fewer kills than usual in this mode. It takes time to acquire your target, so be cautious: discretion and keen observation are pivotal. Maximizing your points haul for each kill is vital, as you will have fewer opportunities to score.
- Identifying your pursuer with a Lock exposes them.
- Acquiring and killing a civilian reveals you to others, though there are no further penalties.
- Always acquire your target before you attempt anything else. You won't be able to use your moves or Abilities efficiently until you have acquired a target.
- Disguise is not as useful in this mode (since there are no portraits representing pre-assigned contracts), unless you know that someone is stalking you. In that case, round a corner, Disguise and then turn back to surprise them.
- Decoy and Bodyguard can be combined for some effective defensive strategies. Activate either whenever you know that a pursuer has identified you to lure them away, giving you a chance to acquire them. If you add the Pistol for ranged kills, this can prove to be a very balanced Ability Set.

Sample Abilities

Sample Ability Set 1	
Abilities	Decoy
	Bodyguard
	Poison Dart
Perks	Fast Recovery
	Blender
Streak & Bonus	Mass Morph
	Scavenger

Sample Ability Set 2	
Abilities	Time Phase
	Animus Shield
	Pistol
Perks	Overall Cooldowns
	Survival
Streak & Bonus	Streak +250
	Score x2

Sample Ability Set 3	
Abilities	Morph
	Smoke Bomb
	Pistol
Perks	Resilience
	Determined
Streak & Bonus	Daze
	Minor Hack

Manhunt

Mode:	Team-based	Duration:	2 rounds of 5 minutes
Objective:	Achieve the highest team score, hiding together as targets, and performing kills as hunters.		

NOTES & TIPS

- Both teams take a turn as hunters and hunted.
- While hunted, blend with a crowd of civilians that includes at least one lookalike. Otherwise, use Morph or Bodyguard to confuse your pursuers with doubles. You can even fortify your position with a well-placed Tripwire Bomb, or employ a Smoke Bomb instead.
- Hiding with your team is the best way to rack up noteworthy point totals. If one of you is killed, there will always be someone on hand to score an easy stun before fleeing.
- When on the offensive, coordinate with your allies to perform multiple kills.
- Wipe works very well in Manhunt to reveal targets that are hidden among lookalikes, and to prevent them from knocking you down with Abilities. Money Bombs and Firecrackers can be used to reveal targets.
- Morph is also a fantastic choice, as you can use it remotely. When you suspect a target is hidden in a group of civilians, Morph the entire group from afar and your target will be revealed as the odd one out (04).
- You will usually have opportunities to perform high-score kills with Poison Darts in Manhunt games, as you'll often be facing two or three enemies at a time. Add the Hot Pursuit and Unstoppable perks for a well-rounded offensive Ability Set.
- An amusing strategy is to hide in a haystack and create a lookalike (with Blender) right next to your position. A pursuer will be likely to attack your doppelganger, enabling you to perform an easy stun.

Artifact Assault

Mode:	Team-based	Duration:	1 round of 10 minutes
Objective:	The team with the highest number of captured Artifacts wins.		

NOTES & TIPS

- You will score by stealing the other team's Artifact from their base and carrying it back to yours.
- You are a pursuer while in your territory, but become a target once in enemy territory. When you are carrying the Artifact, you become a target and enemies can kill you even in your own territory.
- When your team's Artifact has been stolen, your Compass will blur each time you move close to your home base, rendering it useless.
- It is vital that you learn the safest route back to your base after stealing the Artifact. Using Chase Breakers can be crucial to your success.
- Knives are particularly useful when defending, as they enable you to stop a fleeing enemy in their tracks and recover your Artifact.
- When defending, consider camping close to your Artifact and intercepting any opponent who steals it.
- Use Tripwire Bombs to protect your Artifact; these will knock down any opponent who triggers them. Place your Bomb in the middle of an obvious entry/exit point or at the nearest Chase Breaker to your base to increase your chances of success (05). Combine this with a Booby Trap for even better results.
- Use the Disguise or Morph Abilities to blend in before making a dash for the enemy Artifact. Drop a Firecracker or Smoke Bomb to facilitate your escape.
- While attacking, it's best not to use the Blender Perk – if you inadvertently brush against a crowd your opponents may spot one of the civilians transforming, revealing your position.
- Look out for Tripwire Bombs and Booby Traps when you approach the enemy Artifact, and while escaping the immediate vicinity.
- The Unstoppable and Hot Pursuit Perks are particularly useful, especially if you adopt a defensive role, giving you an edge while chasing a fleeing enemy.
- If a rival manages to steal an Artifact, use Booby Trap on a Chase Breaker the thief is likely to go through.
- A great strategy is to have two people trying to steal the enemy team's Artifact, and two others defending your team's Artifact. If you have a strong lead, you can consider focusing most of your team on defense to ensure victory.
- After you've stolen the Artifact, consider activating Animus Shield as this protects you from ranged attacks, maximizing your chances to score.
- Hide behind a wall or an obstacle near the enemy team's Artifact, and use Glimmer to become invisible. You can then steal the Artifact and return to your base.
- Another effective strategy is to steal the Artifact and then activate Teleport to quickly bring it back to your base.

Domination

Mode:	Team-based	Duration:	1 round of 10 minutes
Objective:	Achieve the highest score by capturing territories and defending them.		

NOTES & TIPS

- There are three territories in total, and your team's priority is to capture as many as possible at the same time. To capture a territory, all you have to do is step inside the marked area and remain there until the capture gauge is fully filled. The more allies that are in a territory simultaneously, the faster a capture occurs. The team that fills the scoring gauge or obtains the highest score at the end of the countdown wins.
- When you defend a territory that you have captured, you are considered a pursuer and can kill any member of the opposing team that is contesting your capture. Conversely, when you contest a territory controlled by the opposing team, you are their prey. This means that you can only stun your rivals, who will often have the time to regain consciousness before you have finished capturing the territory.
- When you attack an enemy-controlled territory, your sole priority is to remain alive for as long as possible while in the marked area. Use Abilities to increase your chances.
- You score points by capturing territories, but also by defending them once they're yours.
- The members of each team have the same skin, so Abilities that enable you to change your appearance can be extremely useful.
- Stealth is often a good way to defend a territory. Blend within a crowd or use a hiding place inside the territory and rotate the camera to keep an eye on all possible points of entry. You will easily spot any member of the opposing team that rushes towards the objective. Abilities that create lookalikes of your character are quite useful, as they allow you to survive longer.
- The Pistol is of great benefit while defending a territory. You only need to briefly leave a place of concealment to fire it, and it removes the need to cross open ground to intercept an interloper.
- If you notice a rival closing in for a kill, consider dropping a Smoke Bomb, as this has an area of effect that can neutralize multiple targets.
- If you happen to encounter a member of the opposing team on your way to a territory, feel free to stun them for the benefit of your entire team.
- You can sprint or free run to reach a territory as long as you are not in the line of sight of anyone inside. As you get close and become visible to a potential defender, walk and try to act as civilians do in order to allay suspicions. Use an Ability if you don't want to take any chances. For example, activate Disguise just before you reach a territory. This means any enemies defending it won't identify you as you change skins.
- If you stun a target inside a territory, keep that target in sight until they revive.
- If an unidentified opponent enters your territory, stay blended and watch everyone within the area to detect clues on who the interloper might be. Abilities that reveal targets are especially useful for players focusing on defense.
- Don't automatically respawn if you get stunned, as you will regain control of your character faster if you just wait. Respawn only if you're sure that you have lost the territory that you were defending, as this will usually teleport you to a position closer to another territory.
- Coordinate with your allies to have one character defending each captured territory, and the others trying to conquer new ones. Not only do you score points by doing so, but you also prevent the opposing team from scoring. Teams that cooperate will almost always enjoy an overwhelming advantage over those that act as a ragged collection of individuals.
- Resilience is very useful when you defend a territory as it enables you to recover faster when enemies use Abilities against you.
- Use Glimmer when you are on the periphery of a territory, ideally around a corner or behind an obstacle (). This will enable you to capture the territory without being spotted by your enemies. If they look at your position from a distance, they will simply see nothing at all.

  06

- The Daze Streak works wonders in this mode. Activate it while you capture a territory and you will have a decisive edge against your rivals.

Sample Abilities

Sample Ability Sets		
	Defense Set	Offense Set
Abilities	Tripwire Bomb	Firecrackers
	Bodyguard	Wipe
	Knives	Sabotage
Perks	Blender	Hot Pursuit
	Overall Cooldowns	Resistance
Streak & Bonus	Revelation	Streak +550
	Boost Cooldowns	Scavenger

Sample Ability Sets		
	Defense Set	Offense Set
Abilities	Tripwire Bomb	Time Phase
	Booby Trap	Teleport
	Pistol	Sabotage
Perks	Sentry	Fast Recovery
	Unstoppable	Resilience
Streak & Bonus	Animus Hack	Daze
	Vision	Boost Cooldowns

Sample Ability Sets		
	Defense Set	Offense Set
Abilities	Tripwire Bomb	Disguise
	Firecrackers	Glimmer
	Pistol	Disruption
Perks	Survival	Overall Cooldowns
	Resistance	Resilience
Streak & Bonus	Mass Morph	Revelation
	Vision	Minor Hack

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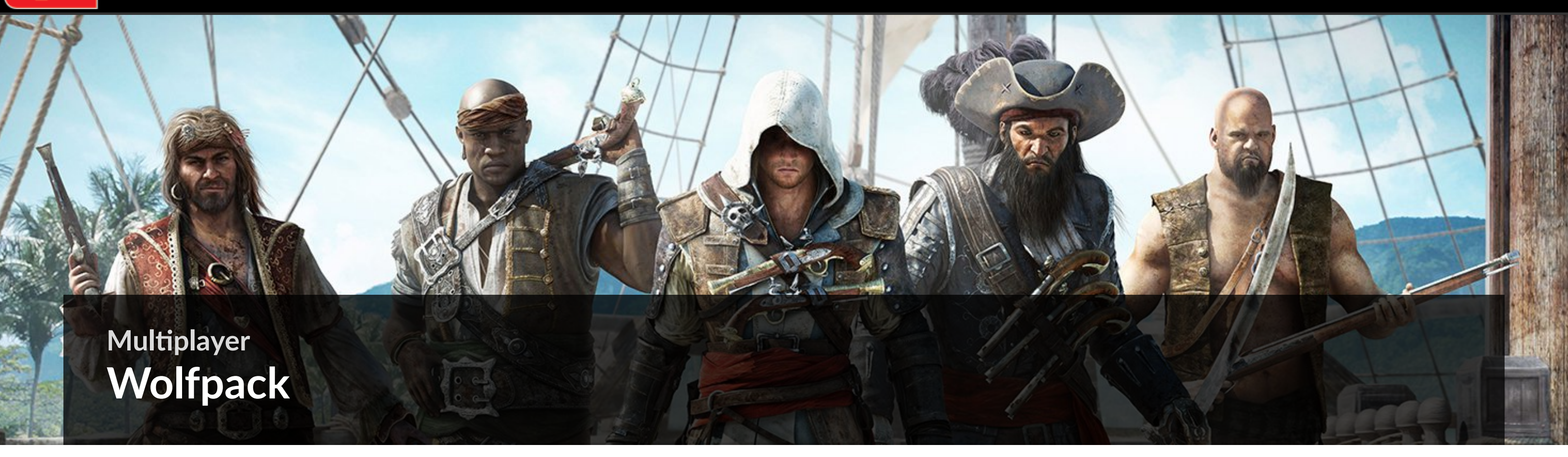

Multiplayer

Wolfpack

Wolfpack

Mode:	Cooperative (1-4 players)	Duration:	Up to 25/30/35 sequences (on Standard, Difficult and Hardcore respectively)
Objective:	Achieve the highest score by killing targets in timed sequences.		

General NOTES

- **Objective:** Your goal in every timed sequence is to reach the score threshold before the end of the countdown. This can be achieved by killing AI-controlled targets. For each sequence, you will usually have as many targets as there are members in your team.
- **Discovery/Unleashed:** The Discovery mode invites you to explore the various maps available and learn the basics of Wolfpack. Even if you're already familiar with Wolfpack, you should take the time to play this introduction, if only to familiarize yourself with new features, such as Defense and Infection sequences. Once you've completed this and feel ready, you can move on to Unleashed – the true Wolfpack challenge.
- **Difficulty:** There are three difficulty settings available in Unleashed mode – Standard, Difficult and Hardcore. Increased difficulty means higher score thresholds to reach, less extra time granted after each sequence, more reactive enemies, and more sequences to complete. You must first complete the mode on Standard to unlock the other difficulty settings.

TIPS

- To save time, which this game mode is all about, run as long as your target can't see you, then complete your approach by fast walking.
- The usual Bonuses apply, but you can also get extra points by killing a target at the same time as your teammates. In addition, you can get more bonus points by completing secondary objectives that appear onscreen.
- Discuss the selection of Abilities with your teammates. Choose Ability Sets that complement each other well or expand your tactical options.
- More generally, this game mode is all about communication. This is especially true in Hardcore. You need to speak with your teammates at all times to act as an efficient unit while synchronizing your kills, identifying the team member best positioned to intercept a fleeing target, and so forth.
- It is essential to synchronize your kills to maximize your score with every wave of enemies. Use the OSD in the middle of your screen as a visual guide. All members of your team are represented by their portrait. If the sword icon below a teammate's portrait turns white, it means that player is within killing range of the target. If the portrait's background turns red and blinks, it means that player is being detected by their target. When all team members have locked their targets, a "Go!" prompt appears onscreen, enabling you to synchronize the kills and maximize your score (07).
- You get special Sync Kill opportunities for certain waves. Synchronize your kills as usual to get a massive kill bonus.
- Every once in a while, you will have a chance to kill an extra target. There's no penalty for missing this opportunity, but it offers you a way to secure additional points.
- During **Defense Sequences**, you have to protect chests from incoming targets. Plan these events ahead with your teammates: ideally, you should all be spread across the relevant section of the map, with all chests in the field of vision of at least one player. Kill anyone who is attempting to capture them, including Looters who make themselves almost invisible with the Glimmer Abilitiy. Completing a Defense Sequence is rewarded with extra points based on the remaining loot.
- During **Infection Sequences**, you face special archetypes that are by default immune to your attacks. You can only eliminate the infected targets after collecting Healthy Packets, though the effect of each item lasts for a brief period of time. Your goal is to identify all the infected targets, then pick up a Healthy Packet and have the entire team eliminate all targets as swiftly as possible, ideally from behind to avoid detection. If you fail to dispatch them all, you will need another Packet. Killing all the infected foes completes the sequence and rewards you with extra points for each remaining (unused) Healthy Packet.
- Each enemy archetype has specific traits that will enable you to determine how best to approach them. Refer to the table opposite for further details.
- At the end of each session, you will receive an additional score bonus based on time remaining.
- Orange bars above your target mean that they are detecting you. White bars indicate that they're no longer suspicious.
- In Hardcore, you really need to maximize your score to reach milestones. One essential step to fulfill is to secure the Variety bonus several times, which requires that you obtain four different Kill bonuses from the following six: Focus, Chain, Acrobatic, Hidden, Grab and Bench (the latter two being the hardest to get). Every time you accomplish this, the counter is reset and you can earn the Bonus again. If every participant manages to get at least a handful of Variety Bonuses, this will be a massive boon for the team.
- Try to Ground Finish all of the targets before they disappear. You can do this multiple times by locking the targets that have been killed by your allies (08). If every teammate does this consistently, you will accumulate plenty of additional points throughout each session. This is especially important on Hardcore.
- On Hardcore, it's essential to make sure that every target is taken care of by a single team member. If you make the mistake of having two allies on one target, you will lose time tracking the final victim, which you simply cannot afford in this difficulty level. To ensure that you avoid this mistake, use the OSD in the bottom-right corner of the screen. Ideally, there should be one teammate per target. For advanced waves of enemies, consider switching targets with a teammate when you are closer to each other's current prey.
- On all difficulty levels, but especially on Hardcore, try to complete as many Extra Objectives as you can to score additional points. You always have two Extra Objectives available at any given time, and you can complete both simultaneously. Ideally, you should focus on traditional bonuses that will net you a lot of points (especially those that trigger multipliers, such as the Hidden bonus), and integrate the Extra Objectives as a cumulated boon in your tactics.
- Your team should avoid using all of its Abilities for a single wave of enemies. This enables you to react more efficiently during an emergency, such as when a target is fleeing.
- Smoke Bombs can enable you to kill multiple targets simultaneously (within the same radius/area of effect) and get big scores (09).
- Craft Poison Darts to reduce the Cooldown and make the ability available as often as possible. The Pistol is also useful for killing targets that run away.
- Abilities that reveal targets (such as Wipe) are very useful for later waves where enemies disguise themselves. For experienced players who can identify their targets without any help (using line of sight and portrait color alone), it makes more sense to favor Abilities that make it easier to approach targets undetected, such as Disguise and Glimmer.

Sample Ability Sets

	Standard	Difficult/Hardcore
Abilities	Firecrackers	Disguise
	Poison	Glimmer
	Poison Dart	Disruption
Perks	Hot Pursuit	Resilience
	Overall Cooldowns	Kill Buffer
Streak & Bonus	Streak +250	Streak +550
	Boost Cooldowns	Scavenger

Wolfpack Archetypes

Appearance	Name	Detection	Notes
	Basic Fighter	Detect only notorious players, especially those who stay in front of them for too long.	• Approach them with Fast Walk, ideally from behind. Don't waste Abilities against them. • If they detect you, they will attempt to Stun you.
	Advanced Fighter		
	Elite Fighter	Detect in all directions after a few seconds, especially if you approach them from the front.	• Very aggressive if attacked from the front. Assassinate them from behind, using obstacles or Blend opportunities to hide during your approach. • If they have Blender, take the time to identify them prior to assassinating them. Use either the Compass and line of sight, or an Ability. • If they detect you, they will attempt to Stun you.
	Basic Coward	Detect only notorious players in front of them.	• Will flee if they detect you. • Approach cautiously with Fast Walk and they're easy targets as they cannot counter.
	Advanced Coward	Detect even cautious players if they approach from the front, and have fast detection times.	• Will flee if they detect you. • You will waste time chasing them if they detect you. Always approach them from behind for an easy kill.
	Elite Coward	Detect in all directions from the moment you see them.	• Will flee if they detect you. • Very hard to chase. Assassinate them from behind, using obstacles or Blend opportunities to hide during your approach.
	Looter	Are wary, but focus on chests.	• Looters often use Glimmer. Keep the chest in sight at all times and look for their characteristic "aura".
	Thief		• Thieves use Disguise and Blender. A Thief running away from a chest can be a decoy.
	Striker	Quickly detect any player in front of them.	• These enemies protect Looters and engage in combat, but they're not a big threat. • Have a player cover the chest, while another dispatches them from behind.
	Brute		
	Scrapper	Detect in all directions from the moment you see them.	• Try to assassinate them, using obstacles or Blend opportunities to hide during your approach. • If they detect you, they will attempt to Stun you. Abilities that have an effect on crowds can be useful to counter their Bodyguard and reveal them.
	Infected	Quickly detect notorious players, even from behind.	• Approach them cautiously and from behind. • If they detect you, expect them to activate Abilities. Keeping a low profile is sometimes safer than a direct confrontation.

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Multiplayer

Game Lab

The Game Lab is a brand new tool that enables you to create unique game modes. The principle is simple: using existing game modes as a basis, you can tweak over 200 parameters (Abilities, Score Bonuses, session time, and so forth) to engineer your own set of rules and objectives.

After playing a game mode from the Game Lab that you enjoyed, you can save it from the Results page to easily access it again at a later date. You can also set up to three favorite Game Lab configurations, which other players can view while checking your profile.

Just to give you an idea of how you can use the Game Lab feature to create fun challenges, here are a few examples of interesting custom Game Modes.

Game Mode: Assassinate

Category	Parameter	Value
General	Map Type	Any Small
	Allow Ground Finishes	Off
	Allow Look-a-likes	Off
	Allow Whispers	Off
Mode	Map Type	Small
Abilities	Ban all Abilities	On
	Ban all Ranged Abilities	On
	Ban all Perks	On
	Ban all Streaks & Bonuses	On
Scoring	Failed Approach	1
	Poor Approach	1
	Good Approach	1
	Great Approach	1
	Perfect Approach	1
	Stun	1
	Multipliers	All set to 1
Interface	Target's Portrait	Force Off
	Target's Info	Force Off
	Approach Meter	Force Off
	Ability HUD	Force Off
	Actions Info	Force Off

Game Mode: Manhunt

Category	Parameter	Value
General	Allow Look-a-likes	On
Abilities	Ban all Abilities	On
	Ban all Ranged Abilities	On
	Ban all Perks	On
	Ban all Streaks & Bonuses	On
Mode	Map Type	Large
Scoring	All set to 0 except the following:	
	Failed Approach	10
	Poor Approach	10
	Good Approach	10
	Great Approach	10
	Perfect Approach	10
	Ground Finish	5
	Lure	15
	2 Multi Kills	5
	3 Multi Kills	10
	4 Multi Kills	15
	Hidden Alone	3
	Revive	4
	Assist	1
	Multipliers	All set to x1

Gaem Mode: Artifact Assault

Category	Parameter	Value
General	Allow Melee Kills	Off
	Allow Stuns	Off
	Allow Look-a-likes	Off
	Allow Whispers	Off
	Allow Heartbeats	Off
	Approach Meter Start Zone	Full
	Lock Awareness	On
	Target Lock Duration	Infinite
	Ranged Weapon Aim Time	Fast
Mode	Capture Zone Size	Small
	Artifact Pick-up time	2s
	Compass Interference	Off
Abilities	Force Ability Sets	1
	Ability 1	Animus Shield
	Ability 2	Empty
	Range Weapon	Gun
	Perk 1	Empty
	Perk 2	Empty
	Kill Streak	Empty
	Loss Bonus	Empty
	Ability Cooldown	Very Short
	Adjust Crafting	Max

Game Mode: Domination

Category	Parameter	Value
Mode	Instant Win	Off
	Capture Zone Size	Small
	Numerical Superiority	On
	Team Capture	On
	Controlled Zone Feedback	Attackers
	Enemy Zone Feedback	Attackers
Abilities	Force Ability Set	1
	Ability 1	Tripwire Bomb
	Ability 2	Smoke Bomb
	Perk 2	Empty
	Streak	Empty
	Bonus	Empty
	Ability Cooldown	Short
	Adjust Crafting	Max

Game Mode: Deathmatch

Category	Parameter	Value
General	Approach Meter Start Zone	Full
Mode	Map Type	Small
Abilities	Force Ability Sets	1
	Ability 1	Empty
	Ability 2	Empty
	Range	Empty
	Perk 1	Kill Buffer
	Perk 2	Resistance
	Kill Streak	Animus Hack
	Bonus	Minor Hack
	Ability Cooldown	Very Short
	Adjust Crafting	Off
Scoring	All set to 0 except the following:	
	Failed Approach	1
	Poor Approach	1
	Good Approach	1
	Great Approach	1
	Perfect Approach	1
	Stun	1
	Animus Hack	5
	Contested	x1

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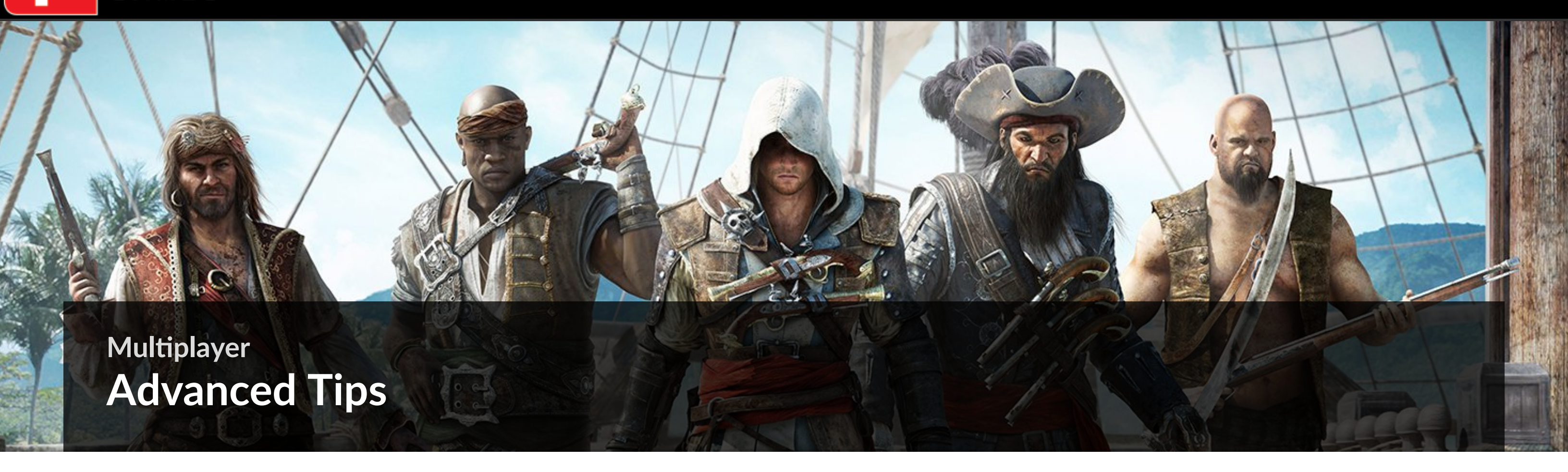


Multiplayer

Advanced Tips

Golden Rules

- The most important principle in Multiplayer mode is that it is your score that matters, not kills. It's not how many targets you kill, but how you kill them. For further advice, see the Score & Progression section.
- Stay on the move. You have a target to track down and you are being hunted constantly. You should only remain still in very specific instances, such as when you are hiding from a pursuer or poised to spring an ambush.
- You should spend most of your time in each session in Low Profile – in other words, walking or Blending. High Profile actions should only be used in emergency situations, or to accomplish specific goals. Whenever you perform High Profile moves in the open, you run the risk of being detected instantly.
- To approach a target without exposing yourself, don't forget the Fast Walk move. It's faster than walking and doesn't deplete your Approach Meter – though experienced players can identify you when you change pace.
- Avoid surrendering points to other players by allowing yourself to be killed or stunned. Be patient! Running towards a target will get you to them more quickly, but will also increase the likelihood you will be noticed (or, worse, Locked) by other players.
- Make sure you don't kill civilians. Not only will this reveal you to your opponents and prevent you from performing kills or stuns during the animation, but you will also lose your current contract in most game modes.

- A player with higher XP and character resources will always have an advantage in terms of variety and versatility, so just keep playing. Your progression curve will flatten out, with higher Levels coming more slowly, but the advanced Abilities are worth striving for.
- Improvise, don't strategize. Concentrate on finding your target as quickly as possible, but remain alert and be ready to switch tactics in an instant.
- Blending with moving crowds enables you to approach your target without being spotted.
- Try to Lock your target whenever you identify them. Locking enables you to keep track of opponents, even when they move out of view (though only briefly), and helps to avoids situations where you execute civilians by mistake.
- It makes sense to use Abilities sooner rather than later. Even with default Cooldown periods, the assignment of contracts and tracking time with a full Ability Set roughly equates to one Ability per kill.

Ability Set Tips

- As you level up, you will acquire additional Ability Sets for a range of strategic options, enabling you to choose various sets of complementary powers. Give each set a unique descriptive name to facilitate quick choices before respawns. You can browse and change your Ability Set with every time you respawn.
- Don't forget that you can upgrade your Abilities by Crafting them – though this is only possible once you reach certain Prestige Levels.
- If your opponents take to the rooftops, a focus on ranged Abilities may catch them out. If they act aggressively, defensive Abilities will humiliate them. If you suspect that the other participants are more experienced than you, choose a favorite Loss Bonus (such as Scavenger) to remain competitive.
- Remember that Abilities are not 100% reliable. The fog of a Smoke Bomb can be avoided during the explosion delay; the trap of a Tripwire Bomb or Booby Trap can be negotiated by walking carefully around it; you can even escape the effect of Wipe by staying out of your opponent's range for a second or two.

- Some Abilities have a counterpart that undermines them. For example, Firecrackers can reveal a Disguised or Morphed target; Knives will slow down a target even if they have the Hot Pursuit Perk.
- Abilities such as Wipe and Distortion will silence Whispers for affected players.
- The Knives, Disruption, Wipe and Smoke Bomb Abilities can all prevent an opponent from aiming with Ranged Weapons, using a thrown Ability, or Teleporting.
- You can break an opponent's lock with the Time Phase, Wipe, Firecrackers, and Disruption Abilities.
- To get you started on ideas for good combinations, here are a few selections of skills that complement each other well:

Defensive Sets

	Set 1	Set 2	Set 3
Abilities	Animus Shield	Decoy	Tripwire Bomb
	Smoke Bomb	Bodyguard	Booby Trap
	Knives	Sabotage	Pistol
Perks	Kill Buffer	Kill Buffer	Hot Pursuit
	Determined	Blender	Unstoppable
Streak & Bonus	Animus Hack	Mass Morph	Daze
	Scavenger	Score x2	Vision

Offensive Sets

	Set 1	Set 2	Set 3
Abilities	Morph	Disguise	Decoy
	Wipe	Glimmer	Bodyguard
	Poison Dart	Disruption	Sabotage
Perks	Hot Pursuit	Overall Cooldown	Blender
	Unstoppable	Resilience	Kill Buffer
Streak & Bonus	Revelation	Streak +250	Streak +550
	Minor Hack	Scavenger	Boost Cooldowns

Score & Bonus Tips

- If you notice an opponent about to take you down, quickly press . You will earn a Contested bonus, which is better than earning nothing.
- There is a short period of grace where you remain technically hidden even after leaving a hiding place. Take advantage of this to earn a Hidden Kill bonus.
- When your target is hiding in hay, jump in yourself. This will force him or her out, setting up an easy Hidden bonus.
- In any given round, try to mix up your kills. There are significant point bonuses for variety.
- After you perform a kill, close proximity to other players will delay the assignment of another contract. Move to the outer edge of the map to reduce the waiting time.

- When another player kills your target, don't forget to finish them off for a Ground Finish bonus.
- The better your approach is, the shorter the kill animation will be. This will help you to remain unnoticed and move on immediately to your next target.
- When an opponent has activated Animus Hack or Minor Hack, the best way to survive is to stay hidden until the effect ends.

Opponent Identification

- Once you hear whispers, you know that your pursuer is drawing near. Conversely, when you hear heartbeats, you know that your target is nearby. If you are finding it difficult to hear the whispers, try adjusting sound levels on your TV, or use headphones. You can also adjust the volume of the in-game music and sound effects via the Options menu.
- An arrow inside the Compass tells you when your target is at a different elevation, perhaps striding over rooftops while you stalk the streets, or walking on a different floor level (01). Use this to plan ahead your approach and know where to look when tracking down your target.
- Blending isn't half as effective as standing next to a civilian with an identical appearance. This leaves the sticky problem of deciding who to strike, which should at very least slow down an opponent.
- If you're trying to kill a target that has a lookalike in a Blend group, you can use the line of sight to identify which one is your target. Position yourself behind an obstacle or around a corner, and inch round slowly to have only one character at a time in your line of sight: the color and brightness of your target's portrait will reveal which lookalike to kill (02 & 03). Conversely, when you use a lookalike defensively (with Blender, for instance), try to position your character in such a way that you will appear in the line of sight of your pursuer at the same time as your clone.
- When you have spotted a target that has also identified you, the outcome of the duel is often determined by Abilities. Use the Ability that has the most profound and long-lasting effect: for example, a Smoke Bomb incapacitates its target whereas Knives will only slow the target down.
- Moving at a higher elevation increases your chances of targeting your contract. If you are on a rooftop above them, the range of an air assassination while in pursuit exceeds the proximity you would need to reach them at street level – and you won't take damage from falling. At the same time, rooftop activity marks you out to all other players.

- Some characters are harder to spot at a distance than others, particularly for new players. If there is one you find troublesome, simply choose that skin as your own to avoid this problem. There is a chance, of course, that your pursuers may have the same trouble identifying you.
- Watch how AI-controlled civilians move and attempt to imitate them. Other players are just as busy as you, so a rough approximation will enable you to pass for an NPC on many occasions.
- If your pursuer performs a high profile action while in your line of sight, a red icon will appear above their head, making them very easy to spot ().
- When a player moves his camera to look behind, his character sometimes moves his head – use this distinct "tell" to locate your rivals (04).
- Take a moment to stop and look at which way the arc is moving on your Compass. By interpreting its width and direction, you may be able to intercept your target at the nearest intersection.
- If your target is constantly running around on rooftops, you can either chase them up there, or save your time and earn a bonus by shooting them in the back with the Pistol or a Poison Dart.
- The moment you locate your target and assassinate them, even if striking from a hiding place, you break your cover for the entire world to see. You are never more likely to be killed than at this moment, so you may benefit from a swift getaway rather than blending or hiding.

- Use Poison or Poison Darts to avoid creating a disturbance, then make a discrete departure – the ensuing commotion may distract any opponents closing in on your approximate position.

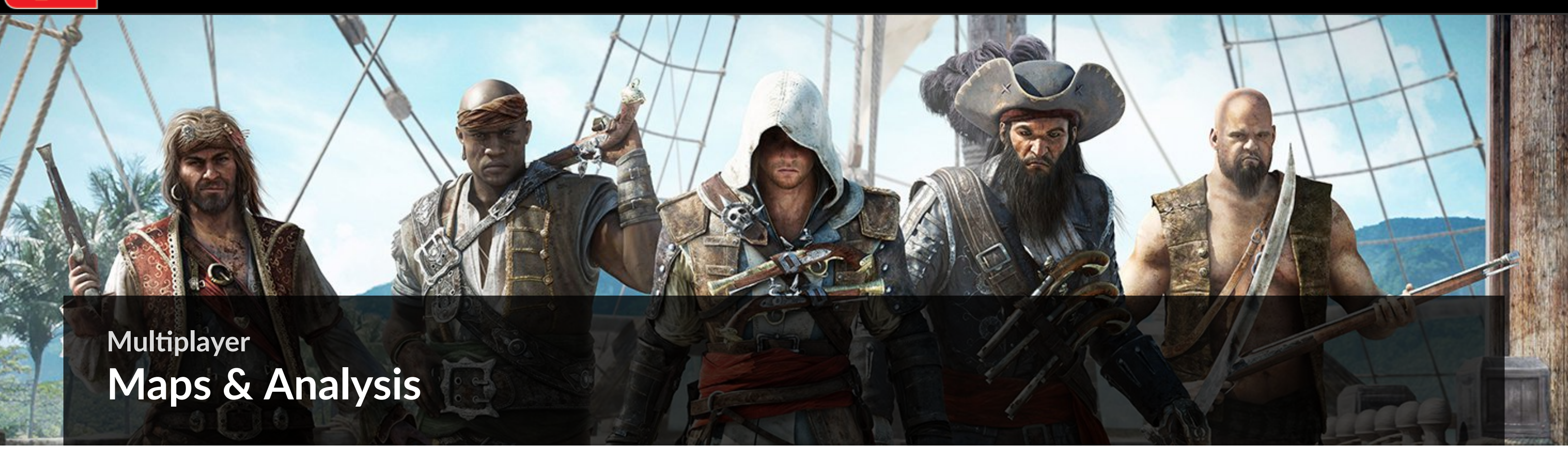
High Profile Tips

- Hold to barge civilians aside and gain precious time while running through crowds.
- When falling, press to grab a ledge.
- During chases, press or to vault over small obstacles and outrun your opponent.
- When in close pursuit of a target, don't forget to regularly look around to identify opponents zeroing in on you.
- Ranged Weapons make short work of anyone scaling walls or free running.
- Always climb in steps, using beams and poles, and make distance on flat ground or free running surfaces. Scaling a wall leaves you open to ranged attacks.
- If you have your pursuer locked, press rapidly as they close in for the kill and you have a greater chance of incapacitating them and ending their pursuit. Worst-case scenario, you will get an Honorable Death bonus for your troubles.
- When a pursuer is chasing you, you can use the Disruption Ability as you go round a corner or behind an obstacle, then suddenly turn around and stun your opponent.

Team Tactics

- In team modes, use and to switch targets and adjust your Compass and Approach Meter. You can see every target that can see you if they are within a set proximity.
- Cooperative actions boost scores. Before rushing to complete a kill, check if you can't maximize the return by involving teammates. Plan your Ability Sets together for offense or support roles.
- Whenever you are close to an ally who has just killed a target, run to the victim and perform a Ground Finish for an easy bonus. This can be achieved by all teammates and is a great way to maximize your score if you move in formation.
- If you see a teammate being stunned while standing in close proximity, try to kill their target and then immediately revive your ally. You will not only save your cohort precious seconds, but also earn more points; remind him or her to perform a Ground Finish on the vanquished target.
- When you Lock a target, your partners see them Locked too, which helps to coordinate your actions.
- If a partner is killed or stunned, their assassin is ripe for a counterattack (05). Cover each other when close, as you will be drawing both of your hunters to the same location.
- Press to revive a stunned ally and earn a bonus (06).
- Use your Target HUD to switch between targets, then go for the opponent who is closest, or in the most interesting location. Don't necessarily settle for the first assigned target.

- Animus Hack isn't as effective in team modes, as you only have a maximum of four targets.
- Use your teammate to drive a target towards your location. Setting a trap with Disguise is effective, as many opponents will expect to recognize their pursuers.
- Adjust your solo and cooperative efforts to suit the situation. When trailing, work together on one target for quality kills and Team Bonuses. Once you take the lead, it can be advantageous to split up and take a target each.
- Remember that a Chase Breaker that was closed by a teammate will automatically reopen for you.



Multiplayer

Maps & Analysis

- To help you to familiarize yourself with each arena, the maps that follow reveal the layout of the destinations you will visit. They also include the positions of all points of interest, such as Chase Breakers and elements exclusive to certain game modes.

Legend

	Lift		Falling Platform
	Corner Helper		Territory (Domination only)
	Closing Gates		Artifact & Base (Artifact Assault only)

Saint-Pierre

- When playing Artifact Assault and defending the Artifact close to the sea shore, an effective tactic is to set an ambush at the first Closing Gate leading to the inner city using a Booby Trap or Tripwire Bomb ( ).
- Alternatively, wait for your enemies on the other side of that gate and take them down right as they emerge ( ).
- You can try to trick your target or pursuer by climbing in the trees, especially those growing in the northern courtyard ( ) – oftentimes they will not notice you immediately.
- If you have too many pursuers after you, seek refuge inside houses, either in the center of the map or near the sugar cane plantation. Once inside, blend in a crowd and use a Smoke Bomb to secure an entrance or a Bodyguard to protect you.

La Havana

- La Havana is a very intense map: the Pistol, Animus Shield and Smoke Bombs tend to be more effective than Poison or Knives.
- Staying in High Profile in the market ( ) will get you detected. Other players will likely stand on the roofs of adjacent buildings, looking for such potential victims.
- While on the ground, avoid standing still for too long. The only locations safe from aerial kills are the market in the north ( ), the courtyard to the west ( ) and the tavern interior in the southeast ( ).
- In Artifact Assault, it is often safer and faster to run on rooftops than at ground level, as the buildings will offer natural protection against Pistol shots and Knives.
- In Domination, an efficient attacking method is to go around a Territory, find a back entrance and approach stealthily. High Profile, all-out attacks can also work if you keep jumping around between the many objects and obstacles in each Territory to outmaneuver your opponents.

Saba Island

- When overwhelmed by pursuers, you can ambush them from the crowd just behind the racks, in the southeast of the map ( ). Once blended in that group, you can easily rotate the camera to identify incoming pursuers. You can also apply this strategy around the temple (&).
- The jungle in the center of the map ( ) is a very dense area where you have to pay attention to rivals both on the ground and in the trees, keeping in mind that some of them can be concealed by vegetation.
- The top of the house in the center ( ) is a vantage point that offers a commanding view of the entire map – though this also means that your enemies can shoot you from afar.

Palenque

- In Artifact Assault, both Artifact positions are very open. It makes more sense to intercept targets towards the middle of the map than to defend the Artifact positions themselves.
- You're very exposed in the jungle's upper-route. Stay at ground level and use blending opportunities instead.
- The tower in the middle of the map ( ) is a great vantage point in Assassinate and Artifact Assault.
- Booby-Trapping the Chase Breakers close to the Artifact zones ( ) works well to stop thieves.

Santa Lucia

- The distance between the Artifact Zones is relatively short. A grab-and-run tactic launched from the top floor of the fish market ( ) can be surprisingly effective. Alternatively, you can go through the market while blending, or approach the enemy Artifact from either side, rather than the front.
- When about to capture an Artifact, scan the roofs for pursuers: these can be easily disabled with Knives, Sabotage or Time Phase.
- You can use the various free running elements to confuse an enemy defending a Domination Territory. Stay off the ground at all times until you capture the Territory and they'll have a hard time catching you.
- The second floor of the fish market is an excellent spot to mark your targets and defend your chests on Wolfpack.

Portobelo

- While playing Artifact Assault or Domination, Booby Trap can be a good addition to your Ability Set. Many players will tend to use the Chase Breakers close to the Artifact positions ( ) since there aren't any roofs to navigate on this map.
- The absence of rooftop routes also means that you don't have to worry about aerial kills and can focus on your approach. This map is all about anticipating the movements of your targets and intercepting them.
- The central plaza ( ) is a really dangerous place in most game modes. You can use the walkway around it to spot your targets and wait for an opportune time to strike. To that end, the crowd at the south end of the plaza ( ) offers a very interesting blending opportunity.
- With a crafted Teleport Ability, you can warp from one side of the map to the other without even crossing the central plaza.
- In the storage area, take advantage of the wooden panels ( ) to activate Disguise or Glimmer before attacking a Domination or Artifact Assault zone.
- The corridor in the southeast corner of the map and the hiding place near the large table ( ) are great spots to intercept rivals contesting the Territory in Domination.

Prison

- This map is very flat and there aren't many avenues of escape. Favor stealth tactics and do your utmost to avoid actions that attract attention.
- Booby Traps and Tripwire Bombs can enable a single player to protect a Domination Territory alone while their teammates are on the offensive.
- You can score acrobatic kills on unaware players from the scaffold in the center courtyard ( ).
- In Artifact Assault, the longer routes are safer. Avoid going through the central courtyard.
- There are many Chase Breakers on this map, which makes the Unstoppable Perk extremely effective when you need to catch and kill a fleeing target.
- You can engineer corner stuns on this map: break an incoming pursuer's Lock with Disguise after you round a corner, then lie in wait until your opponent is in range. Conversely, pay attention to the Compass while chasing a target to avoid being ambushed yourself.

Tampa Bay

- When many pursuers are homing in on you, the central courtyard ( ) is the best area to lose them. Simply run through the many entrances and hide beneath the arches.
- In Artifact Assault, the best defensive tactic is to stay in the center of the map and intercept Artifact thieves on their way back to their base.
- Lots of kills occur from and around the cathedral's rooftop in many game modes. This means that setting Booby Traps on the Lifts leading there can be very efficient.
- The area under the central tower ( ) is the perfect place to get multiple Aerial, Acrobatic and Pistol kills, which can quickly add up and lead to an Animus Hack.
- If you have pursuers chasing you from above, consider retreating to the central courtyard ( ), where they won't be able to find you from the rooftops.

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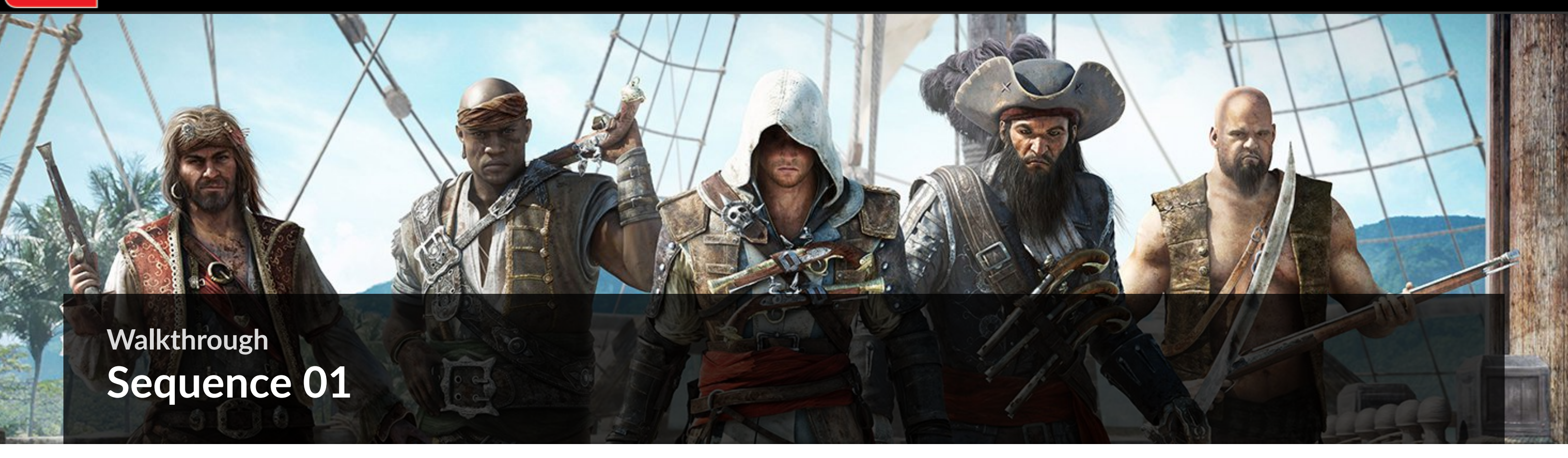


Walkthrough

Sequence 01

Memory 01 “Edward Kenway”

This chapter has been designed to guide readers through all main missions in Assassin’s Creed IV and, in conjunction with the companion Side Quests chapter, plot a course to a perfect 100% Progress Tracker rating.

Throughout the Walkthrough chapter, we use annotated screenshots to highlight essential actions or points of specific interest, such as paths you should follow and enemy patrol routes. The following legend details all of the annotations you will encounter, and the simple color code that we employ.

Annotations and meanings

Player character movement

Optional player character movement (alternative path or optional challenge)

Objective/point of interest/point of interactivity

Enemy movement/patrol route

Enemy/potential threat

Assassination

Ally

Mission Overview

Notes & Further Reading

- There are no Optional Objectives for this Memory.
- Broadly, the events of “Edward Kenway” serve to introduce staple play elements, such as free running, climbing and combat. If you are new to the Assassin’s Creed series, you will definitely benefit by studying the relevant sections of the Primer chapter.
- Though there are numerous collectibles in the area, not all of them have been officially unlocked at this stage. Curb your completionist urges for now, and you can return to plunder the island with greater efficiency at a later date.

When play begins after the short opening cinematic, run to the ship’s wheel at the green waypoint marker and press to take control. Though in-game tips, prior naval experience in Assassin’s Creed III or your innate gaming ability should enable you to figure things out quickly, see “Ship Controls” if you need a quick recap. Edward Kenway’s role in the battle begins as small ships move in to attack. Destroy these with broadsides, then engage your true opponent: an altogether more imposing vessel. A lightning strike seriously damages the structural integrity of the enemy ship as you close in on it, so it should take no more than three or four broadsides to sink it.

Ship Controls

During battles, your priority is to bring opponents into alignment with the port or starboard cannons. If you cannot see the targeting lines, it probably means that the cannons are currently directed at a point beneath the waves: adjust accordingly, and they’ll soon move into view. If you are a player who prefers to invert the Y-axis of camera controls, this is an opportune moment to pause and visit the Options screen. In addition to toggling the “cannon Y-axis” setting, you may also wish to adjust the “3rd-person camera: Y-axis” setting as well.

Command	Summary
	Maneuver the ship
	Adjust the camera; align the targeting lines while aiming
	Increase the ship’s speed
	Reduce the ship’s speed
Manual Aim Button	Bring up the cannon’s targeting lines
High Profile Button	Fire cannons

After the cinematics, hold the High Profile Button and use to swim to the green waypoint marker on the shore. Once another narrative interlude introduces your target, a chase begins. There is no time limit on this pursuit, so feel free to familiarize yourself with Kenway’s remarkable agility. Rather than taking the obvious path (marked by a segmented white line here), hold the High Profile Button and follow the free run shortcut instead.

Cross the bridge and continue west, past the shallow pool (note that the compass on the outer edge of the mini-map always points north), then follow the route shown here to ascend to a higher elevation. This will enable you to reach a platform that extends from the top of the cliff to the north.

You can now use the nearby tower to reach the next area. Though technically optional, it’s definitely worth taking the time to ascend to the perch at the top: this is a Viewpoint. Press here to Synchronize. This will uncover a portion of the surrounding map and provide a useful future Fast Travel position.

After Synchronizing, you can perform a Leap of Faith (hold the High Profile Button and , then incline) into the pile of leaves far below. You can then follow the shortcut illustrated here; your quarry will appear in the distance as you move north.

After the brief free run, climb the wooden “ladder” to the north. Though you are actually free to explore the area for collectibles before you continue, there’s no real benefit in doing so: you can easily return to this location at a later date. When you reach the top of the ladder, you should notice the Assassin run to the right and perform a Leap of Faith. Though you need to follow him, you can optionally take a short detour to Synchronize with the Viewpoint before you take the plunge into the water below.

After you land, take a few steps forward in the water: the Assassin will emerge from cover and fire on Kenway. You must then pursue him in a more direct chase. As long as you free run over obstacles and remain within 50 meters of Walpole, he will eventually turn and fight. A Counter Kill is the quickest way to dispatch him.

After the death of Duncan Walpole, play resumes in the area pictured above. Run to the end of the bough that extends over the cliff edge and Synchronize at the Viewpoint, then perform a Leap of Faith into the pool beneath.

Move out onto the bound log perch to the south and perform a Leap of Faith into the leaves below. As long as you move slowly in the low areas of vegetation (known as “Stalking Zones”), Kenway is invisible to his enemies. From concealment, tap to lure the closest guard to your position, then tap to quietly assassinate him when he moves within range. You can then repeat this trick with the other nearby guard. Now sneak to the waypoint to the east via the continuous Stalking Zone. If you are quick, you can eliminate the two guards in close proximity with a double assassination from behind before combat begins. This will leave you with one soldier to fight immediately; other soldiers left on the beach may or may not join the fray. Once the battle ends, approach the merchant to trigger a cutscene.

Swim out to the ship and take the wheel with . Sail out of the bay via the route shown here to conclude the Memory. Alternating between the two movement speeds (to speed up, and to slow down) is wise in this maze of sand bars and other obstructions: all ships have improved maneuverability at half sail speed.

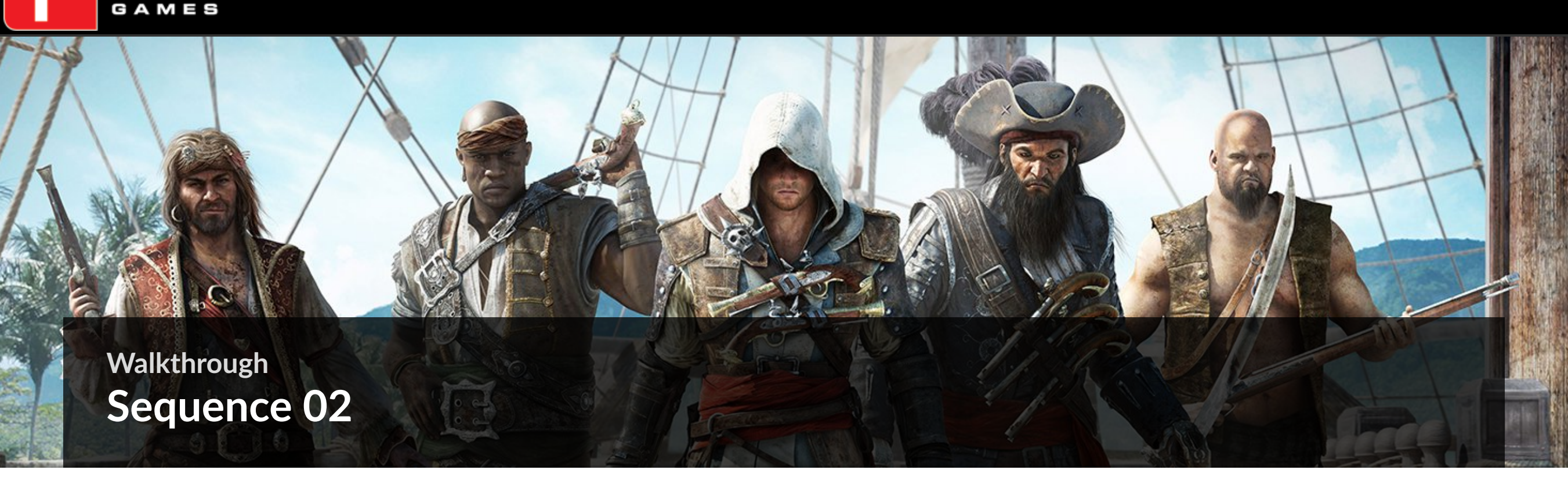
Present Day: Part One

At major junctures in the Assassin’s Creed IV story, you will return to the “present” to experience a parallel narrative. Though there is scope for exploration and discovery later in the game, this initial visit to Abstergo Entertainment serves to introduce a handful of characters and concepts. Completing this first installment is a simple matter of moving where directed, and following prompts as they appear. After Melanie provides you with your communicator, you can press the Pause Button to open the communicator main screen. The main point of interest is the fascinating Employee Passport, found in the “my files” section, though you will also receive a handful of messages that you can read before you return to the life of Edward Kenway.

Whenever you approach a point of interactivity, a sound effect and a glowing icon on your communicator offers notification that you can press the specified button to perform an action, such as operating the elevator or activating your Animus to continue the story.

Present Controls

Command	Summary
	Movement
	View control
High Profile Button	Fast Walk
	Interact
	Enable/disable communicator display
	Access stored files (with communicator display visible)
Map Button	View current area map
Pause Button	Access communicator main screen and game options



Walkthrough

Sequence 02

PREVIOUSLY...

Edward Kenway, a privateer turned pirate seeking his fortune in the West Indies, narrowly survives a brutal naval engagement during a thunderstorm. After swimming through the wreckage of the encounter to reach the shore of a nearby island, he discovers a survivor from the enemy fleet. Duncan Walpole, an Englishman dressed in what we recognize to be Brotherhood attire, claims an urgent need to reach Havana to conduct important business. The two men clash – their animosity enkindled by Kenway's avarice and Walpole's failed attempt to murder him with a sodden pistol – and Walpole is killed after a lengthy chase. Resolving to impersonate the Assassin to defraud his contacts in Cuba, Kenway appropriates Walpole's effects and dons his uniform. Espying a suitable schooner in a nearby bay, Kenway rescues its owner (the merchant Stede Bonnet) from an unfortunate contretemps with corrupt soldiers, and the two set sail for Havana...

Memory 01 "Lively Havana"

Mission Overview

Optional Objectives

- Tackle the pickpocket.
- Use Smoke Bombs to escape combat.

Notes & Further Reading

- This Memory starts automatically as Sequence 02 begins.
- You can learn more about combat and Smoke Bombsin the Primer chapter.

Accompany Stede Bonnet until you arrive at a weapons vendor, then purchase a new set of swords when prompted to do so. When Bonnet admits to losing his bearings, scale the church tower to reach the Viewpoint on the west face of the tower, then tap to Synchronize.

After Kenway identifies the tavern, perform a Leap of Faith to land in the hay cart below. On landing, you must leap out and pursue the pickpocket that assailed Bonnet. The chase is fast and becomes increasingly involved. When you move within close proximity (which may take some time), tap to make Kenway leap and tackle the pickpocket, who will then attack. Kill him, then loot his corpse. If you experience difficulties, or wish to complete the Optional Objective with ease, take the shortcut illustrated here to easily tackle him at the very start of the chase. (You can return to a checkpoint here at any time up until you kill and loot the pickpocket.)

Travel to the waypoint to reconvene with Bonnet. The tavern brawl acts as a tutorial for certain fundamental features of the Assassin's Creed IV combat system, so follow the onscreen instructions as they appear. When it ends, you are prompted to use Smoke Bombs to aid Kenway's attempt to escape the Spanish soldiers.

When play resumes, Kenway begins just next to the exit. Your objective is to escape the area. Quickly push through the crowd around the exit to the north, then swerve to the right outside and drop a Smoke Bomb ( ) to disable the soldiers as they close in. Sprint for the alleyway and immediately drop a second Smoke Bomb as you enter to deter further pursuit. (Players with plenty of Assassin's Creed experience can optionally use the nearby Lift instead, though this makes it a little less likely that the soldiers will be incapacitated in the alleyway "choke point".)

Quickly climb to the rooftops via the ladder (if you didn't take the Lift) and follow the free run course shown here to leave the marked area without further incident. The path to the south is easy to follow, and the soldiers incapacitated by the second Smoke Bomb are unlikely to reach the rooftop to give chase before Kenway can disappear out of sight. There is a Hiding Spot at the end of the route shown here, though you may find that the chase (and, therefore, this mission) will end just before you reach it. When the "Lively Havana" Memory finishes, you are free to explore the town.

Memory 02 "...And My Sugar?"

Mission Overview

Optional Objectives

- Hire Dancers to distract guards.
- Stay out of combat.

Notes & Further Reading

- You are now free to explore Havana at your leisure. Though some side quests and features are unavailable until later in the story, you can certainly unlock Viewpoints and pick up collectibles. You can also now use Synchronized Viewpoints in this area as Fast Travel positions.
- Ensure that you have at least 150 R in funds before you begin this Memory: you need it to complete the first Optional Objective. You can easily obtain this sum by opening a Treasure Chest.

Meet up with Stede Bonnet at the main mission position ( ) at the docks and press to begin when the prompt appears. After reading the Eagle Vision tutorial, activate the feature with to "tag" the targets that you are following, then tail them from a safe distance. Whenever the guards are off-screen, a timer will appear – this is your cue to rotate the camera until you make visual contact again. Your targets will eventually cut through a guarded zone, clearly marked in red on the mini-map, known as a Restricted Area. In these locations, all potential enemies will grow immediately suspicious of Kenway, and soon attack if he remains in sight. Fortunately, you can easily skirt this particular zone without trespassing. Move to the south to remain approximately parallel to your targets as they exit.

The two soldiers will cross the street and enter another Restricted Area. Head south to arrive in the market area before they do, as shown here. At the market, Blend with stationary civilians to hide from the soldiers as they emerge from the Restricted Area. They will soon break into a run. Sprint to follow them, but always maintain a safe distance. Be especially careful when rounding corners. If Kenway is spotted, quickly move out of sight or Blend to allay suspicion.

When the chase ends, you will be prompted to eavesdrop on a conversation shared by the two soldiers. Hire the nearby Dancers (press): they will surround Kenway, following him to provide a mobile Blend. At a walking pace (use Fast Walk – hold – if a little extra speed is required), stay within the white boundary to listen until the conversation ends.

You now have a new target to tail: the Captain (shown here). Activate Eagle Vision to tag him, then follow at a discreet distance until he enters a Restricted Area. Wait outside until he emerges.

The Captain will set off on patrol when he leaves the Restricted Area. He will then follow the path illustrated here. As he approaches the market stalls, move behind him (Fast Walk works well at close range) and hold until the Pickpocketing meter is completely filled to obtain his key.

If they are still in Kenway's employ, press to dismiss the Dancers. The entire fortress and its immediate environs are a Restricted Area, so you can't simply enter via the front gate. Instead, move to the south side of the imposing structure and sneak to the side door shown here. Try to stay close to the wall to avoid detection by the sentries above. The "stay out of combat" Optional Objective becomes active at this stage.

Press up against the left-hand side of the door, wait for a soldier (a Brute) to approach, then perform a corner assassination. Enter the fort and turn right, then eliminate a second guard from behind before he can raise the alarm.

Continue into the next room along, then leap through the window.

At the top of the wall, look for a guard above your position, then perform a ledge assassination when he stands above Kenway. After checking that no one is looking your way (especially the rooftop sentry), you can then quickly climb up and sprint to the doorway (highlighted by a waypoint marker). Press to trigger a cutscene.

Finally, leap from the wall into the sea below, swim out of the Restricted Area, then reconvene with Bonnet at the waypoint.

Follow the route shown here to reach the top of the outer wall; as a fringe benefit, you'll pick up an Animus Fragment during the climb.

Memory 03 "Mister Walpole, I Presume?"

Mission Overview

Optional Objectives

- Complete Rogers' shooting challenge.
- Pickpocket all Templars.

Notes & Further Reading

- This mission leads Kenway to obtain his first pistol and the iconic Hidden Blades.
- Don't be misled by the sizeable sums that Kenway acquires while pickpocketing the Templars. The pickings available from the general populace rarely amount to more than a paltry handful of reales, and the risk of discovery means that this is a poor (and protracted) way to raise money for any purpose.

Head to the main mission marker in the south of Havana, then approach the gate and press to begin. Use Fast Walk to speed up the stroll to the terrace.

After the cinematic, Kenway is given a set of pistols. Take a couple of practice shots, then wait for the two Templars to conclude their conversation. You then have the option to speak to Julien du Casse on the left to continue, or Woodes Rogers on the right to engage in a brief shooting challenge. To complete the related Optional Objective (and obtain a 350R bonus), opt for the latter first. Your task is to shoot all marked targets within the time limit. For an easy victory, move from right to left, and start aiming at the first target before the timer appears. You can then reposition Kenway whenever you need to reload. It's possible to retry this challenge by speaking to Rogers again should you fail.

After you speak to du Casse to continue, the two men will call for a demonstration of assassination techniques. These occur in the following order:

- **A.** A standard assassination on foot: alone in close proximity.
- **B.** Assassination from a Hiding Spot: from inside the pile of hay.
- **C.** Assassination while blended: blend among the workers and press .
- **D.** Air assassination: climb onto the roof, look at the target below and tap .
- **E.** High Profile assassination: hold the High Profile Button and to sprint at a target dummy and automatically stab it as soon as you are within range.

Approach the two men and press to continue. Follow them until a cinematic begins. After the scene where Governor Torres bestows rings on Kenway and the two Templars, you regain active control for a small period of time. To complete the second Optional Objective of this Memory, you must pickpocket Torres, Rogers and du Casse before the Governor ends the meeting. This is simply a matter of standing behind each target and holding until the theft is complete. After the cinematics end, Kenway is automatically transported to the gates of the mansion.

Memory 04 "A Man They Call The Sage"

Mission Overview

Optional Objectives

- Use the pistol in combat.
- Tackle the Sage from above.

Notes & Further Reading

- If you have engaged in other pursuits before this Memory, ensure that you have a full supply of pistol ammunition before you begin.
- Even if you have neglected all non-plot activities, you will probably have accumulated a few thousand reales so far. Don't be too quick to squander this on non-essential items such as weapons or outfits. You'll soon benefit by investing significant sums in a major game feature, so saving your coins now will pay dividends later. It's also worthwhile to loot Treasure Chests whenever you encounter them: these can be a major source of income during the early Sequences. If you need a little assistance, refer to the comprehensive Charts & Collectibles section of the Side Quests chapter.

Interact with Woodes Rogers at the marked location to begin the Memory, then accompany the party as they walk through the city streets. When the Assassins begin their assault, decisive action is required to neutralize all targets quickly before Torres can be grievously injured. With single targets engaging other assailants, try to sneak up behind for cheap (but efficient) assassinations. Note that Assassins are immune to the first strike of a combo attack unless off-balance or distracted: use the Break Defense move ( ) beforehand. If you press this twice in quick succession, you can knock them from their feet for an easy ground kill while they lie prone. When engaged in combat with more than one target in range, slaying an opponent (by whatever means necessary) will initiate a potential Kill Streak, which will enable you to dispatch the Assassins with greater speed. Your primary focus should be the targets that attack Torres; once his vicinity is clear, move on to kill any survivors shown on the mini-map.

Targets on the rooftops pose a serious threat to Torres and mission completion. Use the pistol to shoot these, where possible: at least one successful shot is required for the related Optional Objective. When Torres makes a break for safety, abandon combat and run with him to avoid Desynchronization.

When the Sage makes his escape attempt, set off in pursuit immediately – but don't make the mistake of attempting to follow him over the rooftops. If you keep pace on the streets below (see image), you can arrive at an optimal tackling position and simply wait for him to arrive. The only limitation is that you must remain within 50 meters at all times – both ahead and behind.

Take up position on the elevated area shown here, and you only need target the Sage and perform a tackle. There's no need to press a direction on : just hold the High Profile Button and tap to bring the chase to an end when he passes beneath. This is technically an aerial tackle (though not, granted, a spectacular example of the art), so it satisfies the second Optional Objective.

Memory 05 "Claiming What's Due"

Mission Overview

Optional Objectives

- Stay out of combat.
- Kill three guards from Stalking Zones.

Notes & Further Reading

- Starting this Memory leads to an unbroken chain of three missions. If you have other activities that you would like to attend to in Havana, you may wish to complete them before you begin. Naturally, you will be able to return here later in the story.

Approach Stede Bonnet at the marked location and press to begin the Memory. When the cinematic ends, vault over the fence into the Stalking Zone shown here. Once Kenway is concealed, immediately press to whistle, attracting the attention of the closest guard before he sets off on a patrol. When he moves close, tap to assassinate him. You can then push forward and eliminate the second guard from the edge of the next Stalking Zone.

While paying attention to the two guards patrolling on the path, make swift transitions between Stalking Zones to approach the left side of the building shown here. From the edge of the Stalking Zone, attract the attention of the guard directly ahead and kill him from your place of concealment to complete the first Optional Objective.

Once again, move between Stalking Zones to reach the position shown here, then activate Eagle Vision to identify the warden at the top of the steps. After a short pause, he will walk down and close to Kenway's position. Assassinate him as he passes, then hold while crouched above his (concealed) body to loot his key.

There is no benefit to wanton bloodshed, so it's easier to just avoid most of the guards that remain. Climb to a hanging position on the wall, wait until the nearby guard moves to the top of the steps, then quickly move into the Stalking Zone. You can subsequently make quick transitions between Stalking Zones whenever the coast is clear until you reach the building.

The guard patrolling close to the building is more problematic than most, so it's easier to just lure him in close with a whistle, then perform a silent takedown. You can then sprint for the upturned cart further ahead and jump over the wall; though this may attract attention, you can be hidden in the Stalking Zone just beyond before any guards can identify Kenway.

A bold sprint from the Stalking Zone, following the outer wall that leads to the prison entrance, will enable you to reach the waypoint marker without further incident. Wait until the patrolling guard faces away before you begin, and you will find that the two stationary sentries are entirely less than vigilant. Approach the gate and press to trigger the closing cinematic.

Memory 06 "The Treasure Fleet"

Mission Overview

Optional Objectives

- Kill three guards from behind corners.
- Free 23 pirates.

Notes & Further Reading

- This Memory marks the first occasion when a main mission may lead you to fight the Scout, Brute and Captain enemy archetypes.
- Scouts (slender build; carry daggers) are much like generic soldiers, but block the initial blow of a combo. Counter Kills and Kill Streaks are the best methods to dispatch them.
- Brutes (heavy build; carry axes) are high-level opponents who are immune to standard attacks and counters. The best way to dispatch these opponents is to use the Break Defense move twice (x2), then stab them before they clamber to their feet.
- Captains (medium build; distinguished by their rather ostentatious attire) are immune to most of Kenway's attacks. However, they are vulnerable to the parry move: just hold , and Kenway will automatically strike to briefly incapacitate this enemy variety. You can then finish them off with a full combo attack, or two applications of the Break Defense move for a ground kill finish.

After the opening cinematic, follow the button prompt to free Kenway and his fellow prisoner from their shackles. Quickly move to the right-hand side of the doorway and whistle to attract the attention of the guard. Perform a corner assassination when he moves within range.

Move into the next room and swiftly position Kenway at the far edge of the shelves to the left; from here, whistle to set up the second of the three corner assassinations required to complete the first Optional Objective.

Continue forward, then move to the left-hand opening (as shown here) to perform a third and final corner assassination. You can then approach the table in the next room to collect Kenway's belongings, before climbing the nearby ladder to reach the deck.

If you opt for combat for the rest of this Memory, you will have to contend with some new and powerful opponents: see the "Notes & Further Reading" section. Our walkthrough sketches out a likely stealth-based progression, in addition to the best route between ships, though you are free to opt for combat over discretion if you prefer. Follow the path shown on the accompanying screenshot, on the port side of the ship, quietly assassinating the guards in sequence. You can whistle from the edge of crates to lure them to you. Once you reach the prisoners, free them then run towards the bow.

Run along the route shown here to reach the rigging of the next ship, and perform a double air assassination on the two guards watching the pirates. Once the captives are free, run towards the bowsprit.

Jump from the bowsprit to reach the next ship in line. Quietly assassinate the five guards in turn on your way to the prisoners. Once these are free, use the hook right in front of your position to instantly reach the upper platform on the main mast. From here, a simple free run course gives you access to the next vessel's rigging.

Free run to the other side of the ship as pictured here, then perform an air assassination on the soldier underneath. Approach the highlighted trapdoor and tap to move below decks. While it's possible to sneak through, eliminating each soldier by stealth, it's faster to blaze through with a sequence of assassinations followed by a short fight at the end. Free the pirates in the final area, then climb the nearby ladder to return to the upper deck.

Finally, swing over to the last ship: the vessel that Kenway means to commandeer. If you are quick-witted, you can perform an air assassination (or even a standard non-combat assassination) on the Captain, highlighted in the screenshot here, to make the last battle much easier. When the final assailant falls, approach the wheel and press to trigger a cinematic.

Tap twice to speed up and turn towards the waypoint marker. Use broadsides as the initial vessels approach the ship. Once they're behind you, you can drop Fire Barrels to damage the pursuing schooners. You may also find it useful to swerve left and right periodically to avoid situations where pursuing ships concentrate their fire on one point.

When you are notified of an approaching rogue wave, the end is almost in sight. If you can get through this hazard, the pursuing schooners will be destroyed. Steer the ship directly into the wall of water and hold to brace a second or two before it hits to navigate it without damage. The remaining section of the journey is almost relaxing by comparison: you simply need to steer clear of waterspouts and one further rogue wave. You can reduce speed to half sail to reduce the effect of waterspouts on the steering of the ship; brace to reduce the damage sustained if you are sucked into the area marked in yellow on the mini-map. The seas will grow calm as you approach the waypoint, with both the Memory and Sequence ending as you reach it.

Sequence End

With much of the action so far taking place on land, Sequence 03 begins a succession of nautically themed missions as the wider Caribbean sandbox is unlocked for potential exploration. If you have yet to do so, this is the perfect time to learn about the many features of naval navigation, combat and other related systems. Though various features are unlocked gradually through the coming Sequence, forewarned is definitely forearmed.

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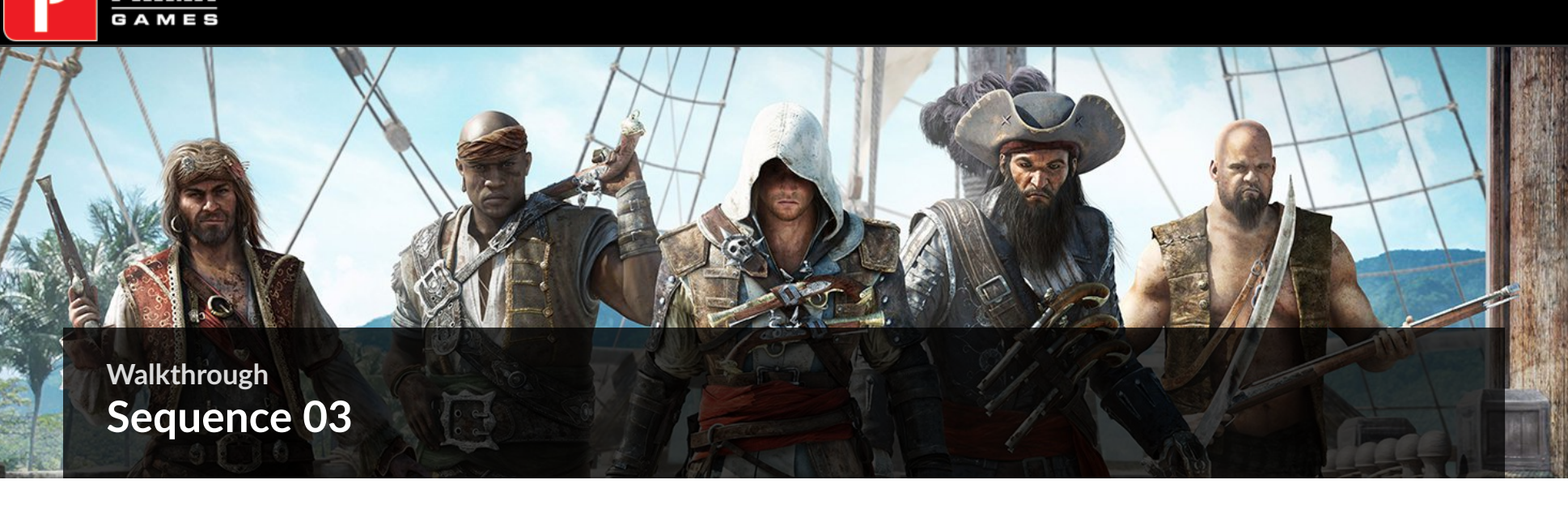

Walkthrough

Sequence 03

PREVIOUSLY...

Under the guise of Duncan Walpole, Kenway travels to the mansion of Havana governor Laureano Torres, anticipating a large reward for completing the dead Assassin's delivery. On arrival, he meets Woodes Rogers, Julien du Casse and Torres himself: Templars all, and Torres no less than a grandmaster of the Order. Though Torres takes possession of Walpole's effects – documents and maps, and a curious crystal cube – Kenway does not receive the sizable reward he craves. Ordered to meet the Templars the next morning, he is introduced to a man known as a "Sage". Though he distinguishes himself while repelling an Assassin attack on the Templar entourage, and by foiling an escape attempt by the Sage, Kenway is piqued by the nominal payment offered by Torres.

Seized by a singular notion that he alone might profit from the "Observatory" the Templars speak of, Kenway attempts to infiltrate the prison where the Sage is held… to find the guards slaughtered, the man himself long gone. Discovered at this delicate moment, his Walpole subterfuge exposed, Kenway is sent as a prisoner on a Spanish treasure fleet. There he meets Adewalé, a stout and imposing sailor, and the pair work together under cover of a terrible storm to steal a brig, the remarkably hardy El Dorado. After leaving both the chasing fleet and chaotic seas behind with the assistance of a small contingent of rescued pirates, Kenway and Adewalé consider their next move…

Memory 01 "This Tyro Captain"

Mission Overview

Optional Objectives

- Air assassinate an ocelot.
- Shoot an iguana.

Notes & Further Reading

- There is a Treasure Map here: be sure to collect it before you leave, as you will be visiting the location that it leads to during a forthcoming Memory.
- Though you only need to skin two of each animal type to craft the necessary upgrades, this doesn't mean that the hunt must immediately end. If you use the pistol and walk around the edge of the island, activating Eagle Vision to identify the creatures from afar, you can skin approximately a dozen additional animals – worth almost 1,000 reales – in little more than five minutes. Should you need more bullets, open a Treasure Chest. If you would like to unlock the Feline Pelt Outfit, be sure to save one ocelot pelt when you sell your wares on arrival in Nassau.

Sail to the green waypoint marker to reach Abaco Island; step up to travel speed ( ) to speed up the journey. On arrival, steer close to the beach and drop anchor by holding . You can then dive into the water and swim to the shore. You now need to hunt two ocelots and two iguanas. There is an Optional Objective to kill an ocelot via an air assassination. Travel to the eastern edge of the island (their regional habitat) and follow the free run course to reach the position shown here. It's a few steps to the east of the island's inner pond. Once you are at the upper branch, activate Eagle Vision and wait for an ocelot to move within range; when the option appears in the upper right-hand corner of the display, press to strike.

Stand above the animal and press to skin it. You can repeat the process for the second required ocelot, or wait in a Stalking Zone, or even just shoot one with the pistol (note, however, that you will need at least one bullet to complete the second Optional Objective). It's not wise to attempt to catch one on foot: they take fright easily, and can effortlessly outpace Kenway in a chase.

Once you have both ocelot pelts, Synchronize at the Viewpoint at the center of Abaco Island as you travel to the western beach, where iguanas are common. Though Kenway can outrun these creatures in a straight-line sprint, you should kill the first with a shot from the pistol to satisfy the second Optional Objective. As before, skin the animals to obtain their unique crafting resource – in this instance, iguana leather. You can now follow the onscreen prompts to unlock Pistol Holster II and Health Upgrade I.

Return to Adewalé on the Jackdaw. You may find it slightly faster to take a rowboat: simply approach one, then press to be returned to the deck of the ship immediately. Interact with the quartermaster to trigger a cutscene and end the Memory. Though you may have a yearning to explore the Caribbean in your new ship, it makes much more sense to set sail to Nassau and complete a few more Memories before you satisfy your wanderlust. Approach the beach shown here, and an option to travel to the town will appear; select "accept" to automatically dock.

Memory 02 "Now Hiring"

Mission Overview

Optional Objectives

- Disarm and kill three guards.
- Shoot the rope to save the pirate.

Notes & Further Reading

- You may wish to Synchronize with at least a few Viewpoints before you continue: you'll spend a fair amount of time in Nassau over the hours that lie ahead.
- Rabbits and wild pigs can be found in the northwest of Nassau, with crocodiles in the water to the west. By shooting (by far the easiest method) and skinning two of each, you can acquire the Smoke Bomb Pouch II, Pistol Ammo Pouch I and Pistol Holster III crafting upgrades at the very first opportunity.
- This Memory introduces the concept of crew as a valuable resource that must be replenished (and, indeed, expanded) to make the Jackdaw more effective.
- Tackling couriers in Nassau is easier than everywhere else, as there are almost no guard patrols to speak of. If you see an easy opportunity, bowl them from their feet for a modest financial reward and large quantities of ammunition.

Make your way to the waypoint at the tavern and interact with Adewalé to begin. You must now head to positions marked with the icon to free pirates from their Redcoat captors. We highlight the four optimal destinations in the accompanying map portion.

The location directly to the north of the tavern features a pirate fighting with three soldiers. Simply eliminate the latter to gain two crew members.

The location southeast of the tavern has pirates held at gunpoint in front of a church. This is temporarily a Restricted Area, with soldiers stationed on all obvious approaches. For an easy solution, approach from the tavern and climb the rear of the church; from the southeast edge, you can perform a double air assassination on the two armed guards. After freeing the pirates, you may wish to antagonize and fight the groups of Redcoats standing watch to complete (or work towards) the "Disarm and kill three guards" Optional Objective.

If you wish to complete the Optional Objective to disarm and kill three soldiers, you should scour the streets for Redcoats to brutalize and satisfy the secondary task before you continue. This location, a short jog to the southeast of the previous fight, is another battle where three soldiers are fighting a solitary pirate. Once again, this offers two crew members if completed successfully.

Head to the west to reach the next recruitment opportunity. Here, a solitary soldier can be found standing over his pirate captives. Approach from the west side of the building, behind his position, and you can perform an easy ledge assassination to avoid unwanted casualties. If you have yet to reach the required total, return to any one of the previous sites to enlist additional able bodies in the same manner as before.

With the completion of the quota, all other pirate markers are replaced by a single destination: a pirate due to be hanged just outside the fortress in the northeast area of the city. This challenge (and its related Optional Objective) is much easier to complete if you skirt around and approach from the northwest. From here, you can shoot the rope to prevent the hanging, then fight the guards as they rush to your position. This includes a Captain, but a Smoke Bomb (or, if you picked up the Pistol Holster III upgrade suggested earlier, three quick pistol shots in rapid succession) will enable you to defeat him without too much difficulty. After freeing the pirate make your way to the waypoint at the tavern to end the Memory.

Memory 03 "Prizes And Plunder"

Mission Overview

Optional Objectives

- Use a swivel gun to kill three sailors.
- Plunder 20 rum.

Notes & Further Reading

- Memories 03 and 04 occur in immediate succession.
- If you would like to accumulate a tidy sum of reales and exploit a minor loophole, we suggest that you embark on something of a rampage before you complete the journey to Salt Key Bank. As the concept of the Wanted Level (and the Hunter ships that enforce it) is not activated until late in the next mission, there is currently no consequence for acts of piracy. If you board as many weak schooners as you can find (though avoid gunboats: they carry no cargo), you can bankroll a big round of Jackdaw upgrades at the end of Memory 04. Power gamers prepared to accumulate the maximum 500 units of both sugar and rum could potentially sell these for a five-figure sum… though it's probably enough to just spend 10 or 15 minutes at this activity to fund inexpensive but useful upgrades after Memory 04. Moreover, if you can accumulate at least 30 sugar, you can complete the Optional Objective for Memory 04 before you even start it.

Travel to the beach where Ed Thatch and Ben Hornigold await and interact to begin the first of two connected Memories. Sail south of Nassau, then hold the Collectibles Button (look around with ; adjust zoom with ; set a marker on the vessel with) to identify a suitable schooner: there are plenty in the area. If you take the time to find one carrying rum, and ideally in a quantity of 20, choose that one: this will cut the time required to complete the Optional Objective.

This tutorial mission is actually a very gentle introduction to naval combat. Once you have settled on a target, follow the onscreen instructions and suggestions to weaken the schooner.

When you are prompted to initiate boarding, try to do so at the very edge of the highlighted area: this will give you more time to use the swivel gun to shoot enemy soldiers. After Kenway automatically relinquishes control of the Jackdaw, move to the gun position just to the left or right of the ship's wheel, as appropriate. You can then hold to take control of the weapon; aim with , and fire with the High Profile Button. While you may note that the target turns red when a direct hit on a member of the enemy crew is possible, you will find that the "splash damage" of each blast removes the need for pixel-perfect precision.

You need to attack and plunder at least one more ship to reach the specified cargo total. Once again, reduce the target vessel's health bar until only the red portion remains, then move in and hold to board when the prompt appears. If other vessels are involved in the battle, initiating the boarding sequence will cause them to cease their attack. Schooners are rarely difficult to conquer: indeed, keen marksmen will note that causing five deaths with manual swivel gun shots during the boarding approach will negate the need for a fight on the decks. If boarding does take place, swing or jump over to the enemy vessel and kill the specified number of enemy crew to continue.

If you do not yet have the required swivel gun kills or rum cargo to meet the Optional Objectives, you may wish to continue hunting for a time (or embark on a profitable grind for cargo – see "Notes & Further Reading"). You can then sail to the waypoint at Salt Key Bank. Approach the docking circle, enter, slow down and hold to bring the Jackdaw to a halt and release the wheel. Visit the harbormaster and purchase the Intermediate Hull upgrade as directed, then leave the menus to proceed straight to "Raise The Black Flag".

Mission Overview

Optional Objectives

- Plunder a Hunter ship.
- Plunder 30 sugar.

Notes & Further Reading

- This mission introduces (and formally unlocks) the Wanted Level concept, the Hunter ships that punish transgressions, and the two methods that you can use to reset the Jackdaw's "notoriety" back to zero.
- When the Jackdaw has a Wanted Level of one or above, Hunters can arrive any time after an eight-and-a-half-minute "cooldown" period. If you choose to complete the Optional Objective to board the one that arrives in this Memory, you can profit by plundering another couple of brigs before you sail back to Salt Key Bank: the Wanted Level is reset to zero in a mandatory step when the mission ends. Metal, cloth and wood are priority cargos here.
- Once you complete this Memory, you gain the ability to upgrade the Jackdaw and shop with harbormasters, where you can order new ship features and sell cargo not needed for other purposes.

Memory 04 "Raise The Black Flag"

While the schooners that populated the ocean for the previous Memory were little more than cannon fodder, you now also encounter more dangerous brigs during this instructive mission. If you didn't follow our advice to gather 30 units of sugar from schooners during the previous Memory, you may wish to make this your priority before you begin the hunt for metal.

Use the spyglass to identify a brig carrying a large quantity of metal. Try to pick a vessel sailing alone, with no other ships of the same nationality nearby: engaging groups is a complication that you should probably avoid for now. In addition to standard broadside attacks, enemy brigs will sail hard towards the Jackdaw to cause massive damage with the ram extension at the front of their hulls. To avoid this, steer away from their advance, rotate the camera to face the aft section of the Jackdaw, then drop fire barrels to either deter their advance (medium distance) or punish it severely (close range). As before, cease your bombardment and move in close to board the enemy vessel once its health bar falls into the red zone.

Unlike schooners, it's a little harder to eliminate the specified total of 10 crew members with the swivel gun before boarding actually begins, so you'll usually need to engage the opposing crew in close combat. In addition to generic soldiers, you will encounter Scouts, Brutes and even occasional Captains on brigs. As a rule of thumb, try to identify a Captain in advance (he's usually close to the wheel) and then exercise a little pragmatism: board the opposite end of the vessel, and fight his weaker subordinates to meet the kill quota.

You now need to find a second ship carrying metal to meet the required total. Once you have acquired the cargo, a Hunter vessel will arrive in the area to engage the Jackdaw. If you would like to complete the second Optional Objective, you must disable and board this powerful brig before you return to Salt Key Bank. The process is the same as with standard vessels of this class, but rather more fraught and protracted due to their superior hull strength and power of their weapons. If straight combat seems too difficult, try playing a game of cat-and-mouse around an island that offers cover, as pictured here: this can be surprisingly effective with practice.

When you arrive back at Salt Key Bank, approach the Local Officer at the waypoint marker. Press to bribe him, immediately removing the bounty on the Jackdaw. Return to the Captain's Cabin to purchase the Small Broadside Cannons upgrade, then exit to complete the Memory.

Memory 05 "Sugarcane And Its Yields"

Mission Overview

Optional Objectives

- Sabotage two alarm bells.
- Stay out of combat.

Notes & Further Reading

- This Memory introduces a major new feature: warehouses, which can be raided to obtain cargo and reales.
- You will also encounter naval Restricted Areas for the first time. When you enter these (either in story-related areas, or the environs surrounding Naval Forts) the Jackdaw may be attacked if you move into the field of vision of an enemy ship. This is marked by a yellow highlight on the mini-map. The detection meters that appear work in the same way as those that you see on land. When fully red, the vessel in question (and all allied ships in the immediate vicinity) will move to assault the Jackdaw until you escape or destroy them.

Set sail for the waypoint on Andreas Island, then drop anchor and swim to shore to meet with James Kidd on the beach to the north. After a short walk with Kidd, scale the rock outcrop at the center of the island. From here, identify the agent with Eagle Vision, then jump into the nearby trees to hear his conversation.

When the agent walks to the south, watch him from the trees at first, then hop down into the Stalking Zone. When he turns to the east, towards the dock, transfer into a Blend with the civilians further south. There is actually no need to enter the Restricted Area: you can take a few steps down towards the water to keep the agent in detection range when he approaches his ship. When you are prompted to return to the Jackdaw, sprint to the rowboat to the south for a near-immediate transition to reach the wheel before the timer expires.

The agent's ship moves a little faster than the Jackdaw at half sail, but slower than its full sail speed. Alternate between these two settings, using brief periods of full stop where required, to maintain a distance of between 250 to 300 meters. Once you reach the Restricted Area, you can remain undetected by trailing in the wake of the agent's vessel at this approximate range. Note that the "Stay out of combat" Optional Objective applies exclusively to this stretch of the tail. Watch your mini-map to see fields of vision (yellow highlights), and be careful to steer to avoid these. With most of the early ships, you can simply power through the edge of the cones that represent their forward field of vision before their detection meters fill completely.

The final section of the journey, outside the naval Restricted Area, is entirely uneventful. When you approach a highlighted area, follow the prompt to hold to dock. You then have 50 seconds to reach the Stalking Zone at the waypoint marker. As long as you follow the path shown here, sticking to the beach for the majority of the sprint, no one will react to Kenway's presence. At the end, there is a short sequence of Stalking Zones that enable you to safely reach the waypoint marker close to your target.

When the eavesdrop begins, start by following the route shown here, delaying your transitions between Stalking Zones to coincide with moments when the agent (and any other potential hostiles) are facing away. As long as you remain within the eavesdrop boundaries, it's not as complicated as it might initially seem.

After the agent stops to remonstrate with a guard manning the alarm bell, wait for him to resume walking, then move between the Stalking Zones to reach a wall. You can hop over this to reach another Stalking Zone on the opposite side.

The agent will now call for the warehouse key holder. At this point, the restriction on detection is lifted: you only technically need to acquire the key and reach the warehouse door while not in active combat to complete the Memory. However, even if you are ambivalent about completing the two Optional Objectives, stealth still makes sense here: there are a lot of guards in the vicinity. As soon as the agent walks to the north, attract the guard pictured above with a whistle and eliminate him.

Move to the next Stalking Zone and watch to the southeast with Eagle Vision active. The key holder and another guard walk a long patrol around the area, but this will soon bring them close to your position. When they reach the spot marked on the accompanying screenshot, they will pause, facing away from Kenway. When this happens, step out of concealment and kill them both with a double assassination. Their bodies will lie just out of detection range of other guards. You can, technically, pickpocket the key holder instead, then slip back into cover before the men turn to resume their walk.

If you do not wish to complete the Optional Objectives, you can take a short stroll to the nearby warehouse door (now marked by the icon on the mini-map) and press to end the Memory. Those who aspire to a 100% Synchronization rating have a little more work to do. Move into the Stalking Zone to the southeast and wait for a patrolling guard to arrive, then entice him to your position for a quiet kill.

With the previous potentially troublesome witness dealt with, retrace your steps to arrive back at the alarm bell that you passed earlier.

Lure the patrolling soldier to his doom, then observe the watchtower carefully. When the Gunner turns away, quickly emerge from cover, vault over the fence and press to disable the alarm, then swiftly return into cover before Kenway is noticed. Run to the back of the warehouse until you reach the north side of the building.

From here, hide in the nearby pile of leaves. When the agent you tailed earlier approaches your position, assassinate him. You can then move up and kill the stationary soldier from the Stalking Zone next to his position. When the patrolling guard faces away, quickly disarm the alarm bell. You can now interact with the nearby warehouse door to bring the mission to a close – and with a 400 bonus for doing so without being discovered. You will find a rowboat to the northwest that you can use to quickly return to the Jackdaw.

Memory 06 "Proper Defenses"

Mission Overview

Optional Objectives

- Use one broadside to sink two boats.
- Use heavy shot to sink two ships.

Notes & Further Reading

- You must purchase the Standard Heavy Shot Strength upgrade (and, if necessary, buy ammunition) before you begin this Memory to complete a related Optional Objective. It's 900R to buy from the Captain's Cabin of the Jackdaw or a harbormaster. If you're seriously short on funds, this can be raised by opening a handful of Treasure Chests at Salt Lagoon before you set sail after meeting with Thatch and Kidd.
- You can find deer on Salt Lagoon. If you hunt and skin two before you depart, you can continue your journey with Health Upgrade II.

Leave Cat Island and head for the marker at Salt Lagoon, where Ed Thatch and James Kidd await Kenway's arrival. After the introduction, return to the Jackdaw and sail to the northeast to begin the search for the El Arca Del Maestro. The vessel can usually be found near the position marked on the accompanying screenshot; use the spyglass to identify it from a safe distance.

Follow the El Arca Del Maestro at a range of approximately 450-500 meters, which is perhaps dangerously close to losing the target at the outer edge, but makes for an unremarkable pursuit. You'll need to swerve quite hard to avoid incoming ships and sharp turns by the galleon, but it's otherwise a relatively easy tail. After you pass a small island to the left, there's a checkpoint just before a small group of vessels move to engage your target.

After the galleon opens fire on the vessels, you participate in a crash-course in dodging mortar fire. There's no benefit in moving too close to the mighty vessel, so focus on evading its long-distance barrages. The best technique is to bank in one direction until the target markers appear, then quickly swerve when they do: from the right to the left, for example.

After a predefined delay, eight gunboats move in to engage the Jackdaw. The start of the battle is the perfect time to complete the two Optional Objectives. Using heavy shot, align the Jackdaw with two targets at reasonably close range and, without holding the Manual Aim Button, open fire to sink two vessels simultaneously with a broadside. If you don't succeed during the initial charge, you can alternatively weaken ships individually, then deliver the coup de grâce after maneuvering until you have two in alignment. If you wish to complete this Optional Objective, but have yet to do so after four or five ships have been sunk, you may wish to pause and return to the previous checkpoint to try again.

Memory 07 "A Single Madman"

Mission Overview

Optional Objectives

- Stay out of combat.
- Air assassinate du Casse.

Notes & Further Reading

- You'll have plenty of time to explore the island of Great Inagua later, but we highlight a handful of collectibles that can be picked up now to save extensive backtracking in future.
- The White Jaguar, a ferocious predator, may be encountered in the jungle at the center of the island if you wander from our suggested path. An attack leads to a QTE-style battle, where you have to quickly react to onscreen button prompts: be ready to respond to these if cupidity leads you astray.

Begin the climb by following the route shown here.

After you scale the wooden scaffold, you can make a short optional detour to collect an Animus Fragment. When you reach the suspended portion of the rope bridge, run straight ahead: it will collapse, with Kenway grasping a lower rung. Climb up.

The alternative route here necessitates two bouts of climbing, but offers a Treasure Chest as recompense. Climb the wooden beams.

Continue your vertical ascent until you reach the top of the cliff, then – after taking a moment to enjoy the view – make your way to the path leading to the island interior. The jungle features several groups of Spanish soldiers, so we'll document the best way to avoid them without open conflict. You can, if you wish, opt to fight or run through instead.

This first sentry walks a lonely patrol that brings him into contact with two small Stalking Zones: easy prey for a silent assassination when his back is turned. When you reach the end of this path, the jungle briefly becomes a warren of interlinked paths. It's easy to lose your bearings, so we'll cover the most direct and least complicated route. You can return here later to explore and pick up collectibles once du Casse's men have left the area.

It's important to move purposefully here, as the two guards in the distance are momentarily distracted when you arrive. Free run up the horizontal bough to reach the V-shaped section in the tree.

From the V-shaped section of the tree, quickly jump and swing to the solid branch directly ahead, then climb up. Jump and swing to the next V-shaped tree section, then run down the log just beyond it and follow the path to the north.

As you reach the bottom of the sloped path, be careful as you approach the base of the ruined pillar: there is a soldier patrolling off to the left. Wait until he climbs the bank and turns away, then sneak up behind him for an easy assassination.

Follow the path that curves back to the north past a broken wall. You will encounter a soldier on the way, but he is facing away from Kenway: silence him with the Hidden Blades.

When the path curves to the west, there is one further soldier to slay; once again, stay out of sight until he turns away from you, then move in quickly to assassinate him. The remaining section of this (now strictly linear) course is free of further dangers, so continue until you reach a cliff.

The jump looks a little long, but it's within Kenway's reach. Take a moment to admire nature in all its splendor (and loot the nearby Treasure Chest, if the fancy takes you), then head over the log bridge to the waypoint.

Though you can see the next waypoint in the distance, you'll need to return to the jungle to reach it. Continue along the path as pictured here until you reach a natural stone arch, with soldiers clearly visible on the opposite side.

Walk through the stone arch and enter the Stalking Zone on the left. Take a moment to clearly identify the path to the right, then sprint along without hesitation. One of the stationary soldiers may catch a brief sight of Kenway, but you can easily be out of range before he can react.

You will find a Treasure Chest en route to the next area. Once you have opened it, climb up the slope to your left.

When you reach the area with the huts, and a Gunner on the walkway above, quickly transition between Stalking Zones to move behind the hut to the north, right in front of you. You can then transfer to the Stalking Zone in the pool of water for the next stage.

There are two further soldiers in this area, but you can easily bypass them by circling round the back of the final hut. One of them may espy Kenway for a second as you make the initial transition between Stalking Zones, but this isn't a problem. From behind the hut, continue along the path.

Run along the linear path until you arrive at the opening pictured above. The small village is occupied by du Casse's men, so you'll need to thin their numbers with a few choice assassinations to reach the Templar without anyone raising the alarm. Watch the movements of the soldiers directly ahead, then move into the far edge of the Stalking Zone close to the building on the right. Whistle to attract the stationary guard, then kill him. You can then hide in the outhouse and whistle again to attract a patrolling soldier as he passes in front of the door.

You can now transfer from the outhouse to this Stalking Zone, where you can dispatch the next patrolling soldier. Once he has been dealt with, continue to the edge of the final building on the right.

Watch to the north: there is a soldier close to the beach (and, more importantly, the Powder Reserve), whose patrol leads him past a collection of Stalking Zones. Sneak into one of these and assassinate him as he passes. By setting off the Powder Reserve, you can cause du Casse and his men to be positioned in very specific locations on the deck of their ship when you arrive, which makes the final assassination rather easier.

Watch the soldier on the beach. When he turns to the east, you can quickly dash to the Powder Reserve and, being careful not to disturb the nearby guard, hold to set a fuse. Quickly sprint for the beach and dive into the sea, directing Kenway towards the right-hand side of du Casse's ship.

Swim to the far side of the ship and climb the ladder: there is one troublesome sentry to eliminate before you can successfully complete the Optional Objective related to the assassination of du Casse. Ensure that no one is watching (study the mini-map carefully to find your cue), then perform a ledge assassination. You can now traverse, out of sight, to the rear of the ship.

When the patrolling soldiers are both facing away, follow the route shown above to reach a position above du Casse, who will be stationed here permanently after the explosion of the Powder Reserve. If you neglected that step, you will find that he makes a slow patrol of the entire deck.

Last, but by no means least, be careful in your positioning of Kenway before you commit to the assassination: ensure that du Casse is highlighted for the aerial assault, and not the nearby soldiers. If you prevented the Templar from patrolling by destroying the Powder Reserve, the position illustrated here is just about perfect.

Sequence End

Though you now have the means, and doubtlessly the will, to explore the Caribbean, it makes much more sense to complete the next four Memories (leading to the start of Sequence 05) before you begin to focus on optional activities. By doing so you will unlock new features, including a vital new piece of equipment that improves Kenway's ability to infiltrate heavily guarded areas.

If you wish to embark on piratical endeavors close to known destinations such as Nassau, however, feel free to do so once you complete the first Memory of Sequence 04. Reales acquired at this stage in the story can be used to upgrade the Jackdaw beyond the natural difficulty curve, which can make a real difference.

Present Day: Part Two

Once again, this intermission in the Abstergo Entertainment office is entirely straightforward… at least until you leave the CCO's office. Follow the directions from John from IT and your communicator to reach a workstation, then interact with it. This initiates a hacking minigame, where you must move the data to reach one of the two green lines on the sphere, which are "infinite loops": lines where it is impossible to change direction once movement begins. At that point, you only need to move along the axis of the green line to complete the puzzle.

Press to read the in-game tutorial at any time. The controls are simple: use to move the data and to rotate the sphere. You can also press to leave the workstation. This resets the puzzle to its original state. Each one of these challenges can be completed in a variety of ways, but this first instance can be solved with the following solution from the start: down, right, up, left, down, and then either left or right to finish.

The ability to access workstations and private (even restricted) files opens up a new dimension to each visit to Abstergo Entertainment. Though you can only access open areas and those with Security Level 1 at present, your access to the office will expand later in the story. If you would like to begin hacking available workstations immediately – and collecting the mysterious "sticky notes" left around the office – view the Side Quests chapter for a spoiler-free guide.

After visiting the courier in the lobby, you may wish to check your communicator for new information before you return to your workstation. There are several new messages to read.

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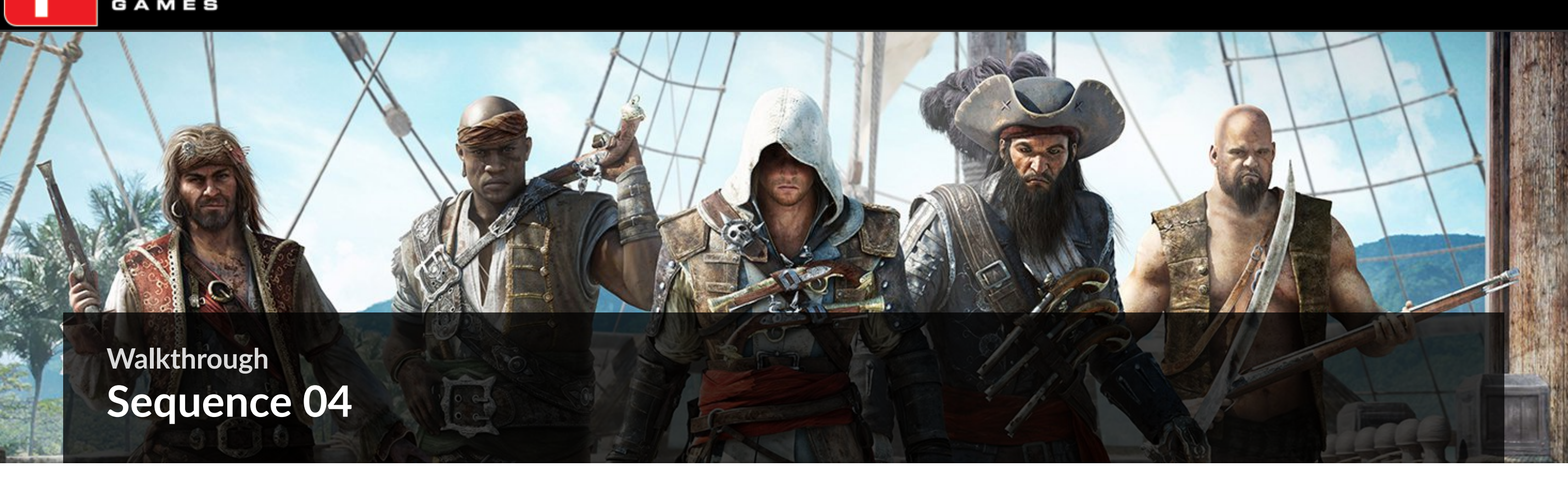

Walkthrough

Sequence 04

PREVIOUSLY...

Assuming the captaincy of the El Dorado, now dubbed the Jackdaw, Kenway names Adewalé his quartermaster and sails for Nassau, a pirate haven. After expanding its crew and taking his first "prizes" as captain under the tutelage of his associates Benjamin Hornigold and Ed Thatch, Kenway meets with James Kidd, who suggests that he raid a sugar plantation to turn a quick profit.

Ed Thatch – not yet the Blackbeard of legend, perhaps, but still an imposing figure in the burgeoning community – proposes that the pirates steal a powerful Spanish galleon to improve Nassau's ability to defend against incursions by crown forces. When Kenway recognizes Julien du Casse on board, however, he resolves to murder the Templar before he can be identified. After crossing the island of Great Inagua by foot, eluding Spanish patrols, he strikes his quarry down on the deck of the galleon anchored in the cove. The other pirates are then free to launch the assault… and the story resumes with Kenway taking a siesta in its aftermath.

Memory 01 "This Old Cove"

Mission Overview

Notes & Further Reading

- This short Memory has no Optional Objectives.
- There are three major feature unlocks once this mission ends. The most obvious of these is the acquisition of Kenway's Great Inagua hideout. While you have the option to upgrade the facilities in the cove village immediately, we strongly advise you to save your reales for Jackdaw upgrades, and leave Great Inagua until much later in the story.
- You can also now take part in Templar Hunts: four major side quest chains that consist of multiple missions. Complete each self-contained story, and you gain a key for the door inside Kenway's new abode; finish them all, and you can acquire the Templar Armor.
- You can also begin collecting Mayan Stones by completing Mayan Stela puzzles, though their purpose isn't revealed until the end of the Sequence. We document the locations of these in the Charts & Collectibles section of the Side Quests chapter.

Follow James Kidd into the jungle: the entrance is at the south end of the main path that leads through the center of the village. Once you catch up with the pirate, follow him through the gap in the rock face to arrive at a curious arrangement of pillars; approach him to trigger a cutscene.

Use Eagle Vision to identify the Stela, then climb on top of it and tap to activate a puzzle. The solution is shown above. You can then claim your prize from the waypoint marker.

Once again, keep up with James Kidd as he runs along a path to the north, through a cave. Enter via the opening shown here, and up two flights of stairs to trigger another cutscene.

To conclude this short Memory, reconvene with Kidd at the docks. When you leave the mansion, it's a good idea to Synchronize with the Viewpoint to the north of the building on your way to the beach: this reveals the map for the entire cove and the jungle to the south.

Memory 02 "Nothing Is True…"

Mission Overview

Optional Objectives

- Open four Treasure Chests.
- Knock out three Assassins.

Notes & Further Reading

- Starting this Memory begins an unbroken sequence of three missions where you cannot free roam or attend to other activities. However, as completing them also enables you to unlock an important new weapon, it's worth your while to do so.
- After you sail from Great Inagua, you gain the ability to capture ships and send them to Kenway's Fleet.

When you are ready to begin, climb on board the Jackdaw and head out to sea. After the conversation with Adewalé, enter the Captain's Cabin and interact with the map. This feature requires an active internet connection, and relevant online service subscriptions or sign-ups for console formats. If you are not connected, there's nothing to do here for now; if you are, you are given an introduction to the Kenway's Fleet metagame.

When you are ready to continue with the story, you have a long journey to Tulum on the far west side of the Caribbean map. You might like to take this opportunity to sail there, paying Naval Forts a wide berth and discovering a few new locations during the trip. If you would prefer a more direct route, Fast Travel to Cape Bonavista (north of the icon), then slip past the Naval Fort at Conttoyor to reach your destination. On arrival at the waypoint at Tulum, sail towards the beach to formally begin the Memory. After looting the nearby Treasure Chest to begin working on the main Optional Objective, climb the wall and carefully enter the Stalking Zone to the west.

Killing an Assassin will lead to automatic Desynchronization, so ensure that Kenway's fists are selected as your active weapon at all times. Wait until one of the two moves away, then attract the stationary Assassin with a whistle and then disable them; you can then do the same with the remaining man. Climb the ship's mast and Synchronize at the Viewpoint position.

Though it's relatively easy to negotiate the patrols on the beach (with a little selective cracking of skulls), it's much faster to simply swim past. Perform a Leap of Faith into the water below (collecting an Animus Fragment during the dive), then swim on the route shown here. The Assassins shouldn't notice Kenway, but you can hold to submerge beneath the surface if they do.

Swim behind the rocks and watch the guard while submerged or behind a rock. The Assassin here walks a short patrol. When his back is turned, emerge from the water and incapacitate him from behind. You can find a second Treasure Chest for the Optional Objective to your left before you walk through the natural rock arch.

Enter the Stalking Zone on the slope. There are two Assassins patrolling in this area. You can safely whistle from the final Stalking Zone and incapacitate the individual closest to the waypoint if you wish, though it's probably easier to just sprint by when he faces away. Follow the linear path until you reach another marker, then immediately move into the Stalking Zone to your left on arrival.

Quickly check to ensure that the Assassin on the slope is facing away, then use the broken pillar to reach the free run course through the trees. Head north, without pause, until you reach the V-shaped section.

Move purposefully to the Stalking Zone back on solid ground. Don't worry about suspicion from other Assassins in the area: you can be out of sight before they can identify Kenway.

Watch the two Assassins ahead of your position. When they turn to walk away, sprint for the next Stalking Zone, staying to the left to avoid attracting attention. You can now easily neutralize both guards from this position, then stroll to the next waypoint.

When the path leads to this open area, follow the run of Stalking Zones and watch the guards directly ahead. When the patrolling Assassin walks to her two comrades, quickly sprint around the corner and climb the wall.

There are three Assassins to incapacitate in this area. When one of the two in front of you sets off on a patrol (route marked here), quickly move up and knock out the closest Assassin. Lure the patrolling guard into the Stalking Zone with a whistle when he returns, then press forward into the next Stalking Zone to neutralize the third when she faces away. You will find another Treasure Chest for the Optional Objective just off to Kenway's left before you press forward. For the rest of this mission, note that using Eagle Vision can make the process of spotting and keeping track of your targets much easier.

Sneak into the Stalking Zone by the edge, knock out the Assassin sentry, then watch the two patrols marked on the accompanying screenshot. When both Assassins face away at the same time, free run via the marked course and sprint into the Stalking Zone.

Incapacitating these two guards is slightly more technical than before. Hang back in the more distant reaches of the Stalking Zone until the patrolling Assassin has taken several steps away before you whistle to lure the stationary guard to your position, and be quick to strike; if you whistle too close, or too soon, you may attract both Assassins. If the first strike passes without incident, you can then whistle again to entice the second target over.

The next step requires precision timing. From the Stalking Zone, watch the Assassin marksman to the east, right next to the waypoint. When she turns to walk to the furthest section of her short patrol route, immediately follow the free run course shown here. You can optionally incapacitate the Gunner after you land, but you don't actually need to do so – there is a checkpoint at this precise position.

Sprint past the broken pillar, duck beneath the broken branch and run up the slope to avoid detection by the three Assassins.

You can now either run straight to James Kidd and press to move to the next Memory, or take a detour to the west to complete the remaining Optional Objective.

The final Treasure Chest can be found to the right of the ruins. There is also a Mayan Stela puzzle that you can solve here before you backtrack to Kidd's position.

Memory 03 "The Sage's Buried Secret"

Mission Overview

Notes & Further Reading

- Although the transition is seamless, this Memory begins as soon as Kenway and James Kidd enter the temple.
- There are no Optional Objectives for this Memory.

Accompany Kidd into the temple, following the Assassin's lead until he and Kenway are briefly separated by a gap that is too wide to leap. You can then follow the path illustrated here to reach the waypoint, opening the way forward.

Once again, follow the route taken by Kidd. After the jump into the water, note the appearance of a new icon on the mini-map: this is an air pocket. Hold to submerge beneath the surface of the pool, then control Kenway's motion with and his direction with . Swim to the air pocket icon, where Kidd awaits, then tap to surface for a few breaths of stale air. You can also hold the High Profile Button to swim faster. Follow Kidd on the second part of the swim to reach a huge cavern, where you must lead the climb to a waypoint marker. Follow the route shown here to reach it.

There is a puzzle to solve to complete the Memory. As the color-coding immediately suggests, you must move the three effigies into their appropriate slots. To do this, you must utilize the capstan at the center to rotate the disc, and the lifts on either side of the circle to raise and lower the effigies, as required. To raise an effigy, you climb onto the nearby counterweight; to lower one, climb onto the effigy itself. It's a fun puzzle, and not one that should take too long. If you get stuck or feel too impatient, feel free to just follow the direct solution detailed here:

- Climb onto the left-hand counterweight to raise the blue effigy.
- Turn the capstan anticlockwise once to align the blue slot with the blue effigy above, then climb onto the blue effigy to drop it into position.
- Rotate the capstan anticlockwise once again, then climb to the left-hand counterweight to raise the red effigy.
- After another single anticlockwise rotation of the capstan, climb on the left-hand side and grab the red effigy to make it descend to its rightful position.
- Finally, after an anticlockwise rotation, climb up to the right and drop the green effigy to trigger the closing cinematic.

Memory 04 "Overrun And Outnumbered"

Mission Overview

Optional Objectives

- Use eight Sleep Darts on guards.
- Use two Berserk Darts on guards.

Notes & Further Reading

- Once again, this Memory begins immediately.
- You obtain the Blowpipe at the start of this Memory, a versatile and, most importantly, silent weapon that facilitates interesting tactics whenever stealth is necessary or desired.
- At the end of the Memory, James Kidd introduces Assassin Contracts – a majorform of side quest. These can be found in many locations throughout the Caribbean. Kidd also reveals the purpose of the Mayan Stones: they are used to unlock a door in the ruins at the heart of the Brotherhood camp.
- Before you depart Tulum, search the area east of the temple Viewpoint to find capuchin monkeys in the trees; Eagle Vision makes this extremely easy. Shoot and skin two of these, and you can craft the Berserk Dart II upgrade.

Follow James Kidd to trigger a cutscene. When this ends, Kenway takes possession of the Blowpipe. Follow Kidd's instruction to hit the approaching soldier with a Sleep Dart. Hold the Manual Aim Button and use to move the target over any point of the victim (note how the target is red when you are within range), then press the High Profile Button to fire. As with the pistols, you can also tap at close range (when a target is highlighted) for a snap-shot.

Note how Kidd kicks the incapacitated guard: this is an important clue. Sleep Darts only render the target incapable of action for a short period of time, as indicated by the circular meter. They will wake when this time expires, or if roused from their stupor by an ally. To knock them out permanently, move close to them and press for a decisive kick. Berserk Darts take effect after a short delay. The afflicted target will then engage anyone – friend and foe alike – in combat until incapacitated, or the timer expires.

Every time you free a group of Assassins (but not pirates) in this Memory, your stocks of both dart varieties are automatically replenished. You can also occasionally regain Blowpipe ammo by looting the bodies of your enemies, or by searching dead Assassins. If you have taken the time to hunt animals and obtain bones, you can even create them via the crafting menu.

You must now free 14 captives, with one major complication: the soldiers (particularly those with rifles trained on their hostages) will attempt to kill any Assassins or Jackdaw crew members if they spot Kenway. Each hostage death will cause the "casualties" meter to deplete: once empty, you fail the mission. For this reason, you'll need to avoid open conflict in favor of creative Blowpipe use. From your starting position, make a dash for the Gunner stationed on the nearby tower. You should be able to reach and assassinate him before he looks your way, though there's no shame in firing a Sleep Dart to err on the side of caution as you move within range.

From your vantage point, you have a commanding view of the situation below. Equip the Sleep Darts. Shoot the patrolling soldier first ( ), then the soldier on the far side ( ), then the marksman with his rifle trained on the captive Assassins ( ), then target the final soldier directly below your position ( ). Quickly knock out the drugged soldiers, then free the two captives in the open. Don't neglect to free the lone Assassin in the tower to the northwest before you press on.

Head to the east and stop at the precise position shown in the screenshot: this is just close enough to have all four guards in range, but not so close to trigger the patrols of the soldiers to the left and right of the Gunner. As before, hit the guard at the rear of the group first, then shoot the trio further ahead with soporific darts from left to right in quick succession. You may find that the soldier on the right begins to move just before you reach him; in that eventuality, either move forward to keep him in range, or sprint behind him for an assassination. Knock out all guards, then free the captives.

If you are curious about the lack of prompts to use Berserk Darts so far, there's a very good reason for this: their effects are perhaps a little too chaotic for the purposes of your objectives here. However, there is an Optional Objective to use them on two guards. The hostage locations directly to the northeast and southwest of your position are the perfect opportunity to meet this requirement. In each instance, hit the lone guard with a Berserk Dart, then run in and assassinate him before the intoxicant actually takes effect. Once all prisoners have been freed, climb to the Viewpoint and Synchronize.

Perform a Leap of Faith into the pool below, then watch to the north. When the lone guard walks to the east, run and take cover in the hiding spot. You can assassinate him when he returns, then free the pirate.

From the pirate's position, run down the bank to reach the next pair of prisoners. From the Stalking Zone, you can easily knock out the two closest guards with Sleep Darts; when their patrolling colleague returns, incapacitate him too before he causes a scene.

Retrace your steps, back up the wooden ramps, and head to the east. Stay on the left-hand side of the path, in the Stalking Zones, to avoid detection as you approach the two guards. They will break off to walk two separate patrols when you approach their position. This is your opportunity to climb the nearby post to reach the wooden walkway above.

The reason for this detour is important: there are two Gunners on guard towers with a wide overview of the area where most of the remaining captives are located. By eliminating them beforehand, you make the final steps much, much easier. Equip the Sleep Darts, then drug the first Gunner. You can then safely run over the rope to the first tower, knock the soldier out, then free the prisoner. Once again, use a Sleep Dart to knock out the Gunner in the next tower, then free run over the tree to reach the ropes that lead to him. Once he has been neutralized, the end is in sight.

From the tower, look to the south. You should have three Sleep Darts remaining. Wait until the patrolling soldier moves within range, then shoot him and the two Gunners in quick succession. If you are low on (or out of) Sleep Darts, you can alternatively make a quick sprint to the hut roof to the left and perform an air assassination on one of the two Gunners; quickly dispatch the other one, then slay their nearby ally. There is fourth soldier further ahead, behind a tree (marked by an X on our screenshot) who you can kill in combat – as long as you don't use a pistol, a fight won't attract any attention. If you have enjoyed a 100% success rate in saving prisoners so far, a cutscene will herald the end of the Memory: skip to step . For those who haven't, or require further Blowpipe attacks to complete the Optional Objectives, we will cover optimal strategies for freeing the remaining captives.

Run down the wooden steps to the east and enter the Stalking Zone that surrounds the hut. Eliminate the Captain, then press forward into the first Stalking Zone close to the large tree; use a whistle to entice the lamp-bearing sentry to his demise. When the patrolling Captain faces away, quickly transfer into the next Stalking Zone in line, then whistle to lure him over for another stealth kill.

There are four prisoners in this location and you should have two Sleep Darts: use these to knock out the man on the right first, followed by his ally on the left. You can then run into the Stalking Zone to your left to flank and assassinate the remaining soldier as he walks to investigate. If you are short on Sleep Darts, Berserk Darts will suffice, but you'll need to be quick to engage and eliminate the Gunners before they shoot any captives.

The penultimate group of prisoners is a short walk to the north, and features a Captain watching the captives with a colleague, while a third guard follows the patrol route marked on the screenshot. Due to the absence of Gunners with weapons poised, you can just eliminate the guards in a straight fight.

If you still haven't satisfied the prisoner quota, this location is the last-chance saloon. If you are out of Sleep Darts, decisive action is your best course of action. Eliminate the patrolling Captain from the Stalking Zone, then sprint towards the closest Gunner and perform a running assassination. If you can reach and engage the second Gunner immediately, he'll focus his attention on Kenway rather than execute the prisoners. You can optionally drop a Smoke Bomb to bring the fight to a swift conclusion.

Once you reach the required 14 prisoners freed, the Memory ends after two cinematic interludes. After the mission summary, James Kidd briefly introduces the new Assassin Contracts side quests (see "Mission Overview"). Interact with Kidd again, and follow him into the ruins. When you reach the door, press to place the Mayan Stone recovered earlier into the appropriate slot. You are then free to return to the Jackdaw when you are ready to proceed.

Sequence End

At this point, it's worthwhile to note that you will require a sum of 5,000R to continue with the main storyline at the start of Sequence 06. If you are short of funds, we suggest that you undertake optional activities that offer financial rewards (such as Assassin Contracts, warehouse raids, Treasure Maps and piracy) to raise capital during Sequence 05.

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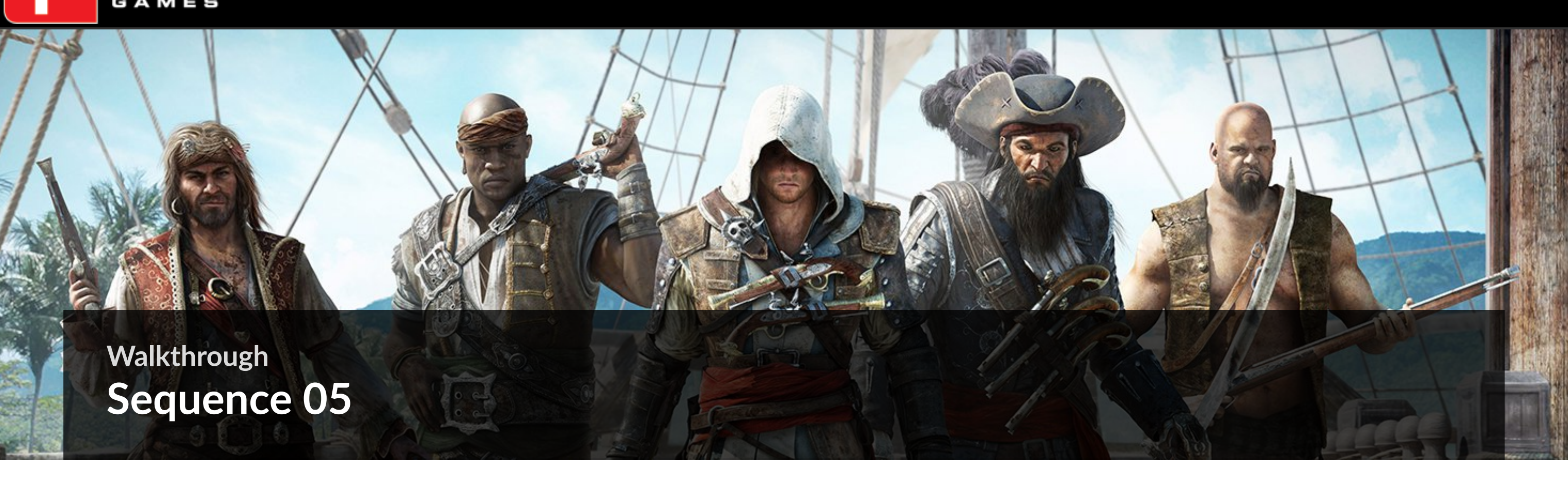

Walkthrough

Sequence 05

PREVIOUSLY...

Having appropriated du Casse's Great Inagua compound as his new hideout, Kenway travels to distant Tulum. There, he meets with James Kidd and – rather unexpectedly – Ah Tabai, a Mentor of the Assassin Brotherhood. Ah Tabai denounces Kenway for his earlier support of the Templars, and his complicity in Assassin deaths in Havana and other locations exposed by Walpole's maps. It is perhaps only the word of Kidd – now revealed to be an Assassin and aware of Kenway's capacity for "the Sense", more commonly known as Eagle Vision – that stays the Brotherhood blades at this most delicate moment.

Kenway and Kidd enter an old Mayan temple, as directed by Ah Tabai, where they operate an ancient apparatus to reveal a stone face carved hundreds, perhaps thousands of years before. This is the visage of the Sage, recognizable by his features alone, but clearly marked by the rare and distinct heterochromia of his eyes. Kenway then aids the Assassins in repelling an attack by slave traders, but Ah Tabai is unmoved by this oblique act of contrition. Though he absolves the pirate of his earlier errors of judgement, he states in no uncertain terms that Kenway is not welcome at the Brotherhood base. Kidd, however, suggests that Kenway might help their cause by completing Assassin Contracts – but for a price befitting his mercenary proclivities. Leaving Tulum, Kenway continues his search for the Sage: the only man who can lead him to the Observatory.

Memory 01 "The Forts"

Mission Overview

Optional Objectives

- Use the mortar to damage the fort.
- Use a running assassination to kill the officer.

Notes & Further Reading

- To complete the related Optional Objective in this Memory, you must purchase the first mortar upgrade, which unlocks the weapon itself.
- This mission unlocks the Punta Guarico location. It is a small Naval Fort that can only be conquered during this main Memory.
- If you have yet to do so, this is definitely an optimal time to clear all Level 1 Naval Forts. If your Jackdaw is bristling with powerful upgrades, you will benefit by conquering Level 2 locations as well.
- After you complete the mission, this zone of the map is unfogged, revealing Cumberland Bay, Tortuga and Petite Caverne in the region. You might profit by visiting these locations before you continue to Kingston to begin the next Memory.

Fast Travel straight to Nassau to view a cinematic that formally begins Sequence 05. Once this ends, board the Jackdaw and take the helm. You must now set sail for the Punta Guarico Naval Fort to begin the actual mission – though you can cut the journey time by a few minutes if you Fast Travel to Great Inagua. Sail carefully through the Restricted Area to reach your destination. When the prompt appears, press to begin the Memory.

Your strategy in the initial stages of this Memory should be informed by the current state of the Jackdaw. If you have a very basic set of upgrades, you may benefit by luring the brig just out of range of the Naval Fort's mortars, then sinking it; you can then board the vessel and use it for repairs, if necessary. With a more powerful Jackdaw, however – especially if you have the Reinforced Hull upgrade – it's better to focus your fire on the highlighted areas of the fort itself, ignoring the enemy vessel. Use mortar fire to satisfy the Optional Objective, then hit the highlighted areas with broadsides. Don't neglect to fire the swivel gun whenever weak points appear: this causes massive damage, especially if you have upgraded the weapon.

With the towers destroyed, you are now free to make an assault on the ground. Sail into the highlighted area on the south side of the fort and hold to dock, then follow the route shown here to reach the inside of the fortress. If you destroyed the defenses before engaging the enemy brig, you may be able to dock before it engages the Jackdaw. If not, you will need to incapacitate it before you can relinquish control of the wheel.

There's no need to get involved with the combat in the courtyard: just follow the route shown here to reach an archway. Your target lies just beyond the opening.

Your target will attempt to run... but towards Kenway. The second Optional Objective requires that you kill the fort's officer with a running assassination so, without breaking stride, press to perform that very feat. Once he has been eliminated, all other hostiles will cease their resistance. Use the lift to quickly reach the upper area, then approach the doors marked by the waypoint and press to complete the final objective.

Memory 02 "Traveling Salesman"

Mission Overview

Optional Objectives

- Kill four Gunners.
- Kill five guards stunned by Smoke Bombs.

Notes & Further Reading

- The most convenient route to Kingston takes you close to the Navassa fort. If the Jackdaw is up to the task, it makes sense to conquer it to remove the Restricted Area that complicates travel through the region.
- As this is your first visit to Kingston, it may be prudent to explore a little before you continue with the story. As ever, Synchronizing at Viewpoints is a good use of your time, though you can skip the two sites in the northwest for now: you'll visit these locations during a forthcoming Memory.
- Stock up on Smoke Bombs before you begin: you'll need these for an Optional Objective. Sleep Darts are also highly useful.

Travel to Kingston and speak with Adewalé on the beach to begin the Memory. Mark your targets with Eagle Vision, then run to the nearby ramp and climb to the upper branches of the tree; from there, you can jump to the rooftop and watch the two targets safely from above. Though Kidd continues his pursuit on foot, Kenway is much better served by keeping track of Torres and Prins from above.

Free run via the route shown here to keep up with your targets as they walk below. Keep your eyes directly ahead as you move through the trees: there is a Gunner on the next rooftop. You can incapacitate him with a Sleep Dart if there is a danger of detection during the approach; if not, just move behind the sentry and assassinate him to begin the Optional Objective.

Continue to the next rooftop in line via the trees, as shown here. A Gunner will climb the ladder to reach the rooftop as Torres and Prins walk beneath. Hide behind the chimney, then whistle to attract him for a quiet kill.

Move to the west side of the same rooftop and watch your targets below. When they move off to the northwest, jump down and move to the next building to the west. Climb the ladder to reach the rooftop.

As the targets walk south, free run through the trees to reach the next rooftop.

Timing your movements carefully to avoid detection, continue south until you reach the thatched roof. There is a rope on the other side that offers easy access to the next building, which you can climb without fear of detection once your targets have passed. The third Gunner required for the Optional Objective can be found on the opposite side of this rooftop.

Turn to the west and free run via the route shown here to reach a building further along the street.

When Torres and Prins arrive at the garden, an eavesdrop begins. Perform a Leap of Faith into the hay cart, then slip through the gap in the fence to reach a Stalking Zone. There is a Captain patrolling to your right here, but he's usually at the far extent of his route when you arrive; a glance to ensure that this is the case is a good idea before you continue. When your targets move past the next hay cart, jump into it and assassinate the soldier there; you can then move up and eliminate the Brute from the Stalking Zone.

When you arrive on the street, wait until your targets move around the corner, count to five, then run through the open doorway. This will deliver you through the house automatically, with Kenway jumping to a branch outside.

Climb the branch and free run to the next rooftop. If you made your move a little too early, you may briefly interrupt the eavesdrop. As long as you reach the roof quickly, this will have no lasting repercussions.

Use the beam to reach the rooftop to the north, then eliminate the fourth and final Gunner to complete the Optional Objective. When Torres and Prins have passed that position, perform a Leap of Faith into the hay cart.

Assassinate the guard in front of your hiding spot, then move through the Stalking Zones. There is one more soldier to eliminate, then you can reach a Stalking Zone where Kidd awaits. Take the time to select Smoke Bombs: this will enable you to hit the ground running after the cutscene.

Run straight for the guards and drop a Smoke Bomb to incapacitate them; you can then eliminate at least three with simple assassinations before the cloud dissipates. Drop a second device, then quickly kill additional targets to satisfy the second Optional Objective.

After the cutscene that follows the battle, you must chase and tackle Kidd. Though he will make his way onto the rooftops when the pursuit turns to follow the path to the east, you should resolutely remain on the ground. Quickly obtain additional Smoke Bomb kills if required.

Ignore Kidd, and just sprint to the east to reach the intersection pictured here. You can then turn and wait for Kidd to return to ground level, then hold the High Profile Button and press with the Assassin highlighted to perform a tackle, and end the Memory.

Memory 03 "Unmanned"

Mission Overview

Optional Objectives

- Use two Berserk Darts on Brutes.
- Use two Sleep Darts on Gunners.

Notes & Further Reading

- If you wish to complete the Optional Objectives, you must ensure that you have a sufficient stock of both types of Blowpipe dart before you begin. Head to the southeast side of the city to hunt and skin two howler monkeys. Use Eagle Vision to spot them, and Sleep Darts to knock them from their perches (note that pistol fire may attract nearby soldiers). This will enable you to craft the Dart Pouch I upgrade, increasing the capacity of both dart varieties to 10. This upgrade is an enormous boon in numerous main Memories, so it's definitely worth the diversion.
- If you are out of Smoke Bombs after "Traveling Salesman", we would suggest that you acquire at least a few before you start here – or take the time to loot slain foes to replenish your stocks while playing the earlier stages of this Memory. These may prove useful during a later situation.

Follow the path shown here to reach the top of the windmill and meet with James Kidd.

After the cinematic, Synchronize at the Viewpoint and take a moment to view the challenge ahead of you before you perform a Leap of Faith back down to the ground. Begin your approach via the route shown here; be careful not to draw any attention from the highlighted patrols.

Stealth isn't actually mandatory during this mission, though the sheer weight of numbers ranged against you (and the presence of Gunners in guard towers) means that it's distinctly practical. To disable the first bell, you only actually need eliminate three targets, as illustrated in the accompanying screenshot. Once these antagonists have been removed from the equation, wait until other patrols are facing away before you step out and press to disable the alarm. In the event that you are spotted, quickly return to the Stalking Zone and, if necessary, deal with a guard if he should arrive to closer scrutinize the area. When the coast is clear, move into the Stalking Zone close to the tower. (The checkpoint recorded when you disable the first bell is in this position, so you can easily reload from the Pause menu if a fight breaks out.)

Eliminate the nearby Scout, check the road for a patrolling soldier, then sprint over the path to reach a Stalking Zone just beyond the fence. If you would like to complete the Optional Objectives, turn and face the tower. When the Gunner moves into view, hit him with a Sleep Dart. You can then whistle the nearby soldier and kill him. Press forward to the next Stalking Zone to begin your assault on the second alarm bell.

Move through the Stalking Zones to reach a position regularly passed by a patrolling guard. Whistle to entice him over, then dispatch him.

When no one is watching, make a quick sprint to the Stalking Zone just beyond the fence; hold as you approach to make Kenway vault it cleanly. You can then assassinate the sentry standing right by you, then wait and lure the patrolling Scout into the undergrowth. Target the Gunner in the tower to the west, then fire a Sleep Dart to incapacitate him – and complete the second Optional Objective.

Check that no one is watching, then step out and disable the alarm; you can then make your way to a Stalking Zone beside a stream.

Sprint along the log to reach the V-shaped section of the tree. When you arrive, tap to ascend before Kenway is spotted. You can then free run until you reach the last tree in line, then press again to reach a lofty branch. This vantage point is perfect for the chaos that you're just about to wreak.

Hit the Brute stationed by the hay cart with a Berserk Dart, and the soldiers in the immediate vicinity run in to engage him. From your vantage point, watch the battle unfold. You should still have several darts available. Use these to incapacitate guards, starting with those that haven't entered the battle. Be sure to keep at least one Berserk Dart in reserve to complete the second Optional Objective later. When the battle ends, the area should be clear of hostiles. Perform a Leap of Faith into the hay cart, then step out and disable the alarm bell. Move into the field of crops to the southwest and, from there, make the short jog to the waypoint by the gates.

After the cutscene, follow Kidd through the gates. You will notice a Brute walking down the steps on the left. Hit him with a Berserk Dart as soon as you have a clear shot to complete the related Optional Objective, then sprint into the archway beneath the main entrance. Immediately perform a double assassination on the guards inside, then turn right and run until you emerge next to an outer wall covered in vines. Immediately scale the wall to reach the rooftop.

Using the chimneys as cover, move forwards and eliminate the Gunner. You can make a quick (and entirely optional) detour to the nearby Viewpoint if you wish.

Free run through the tree course to the northwest to arrive in a V-shaped section above Prins. Wait until he walks beneath, then perform an air assassination.

After the visit to the white room and a second cinematic interlude, Kenway must escape the area. With an intimidating number of soldiers in pursuit, utilizing free run courses is the best (indeed, only) way to make a clean escape without conflict. Start at the upturned cart, then free run through the trees.

Just before you reach the outer wall of the mansion, you need to briefly return to ground level. Immediately steer Kenway towards the weathered, curved bough to leap into a tree on the opposite side of the wall. From here, continue through the trees until the free run course comes to an end; dive into the hay cart below.

From the hay cart, cross the stream via the log and use the upturned cart to reach the rooftop. This provides access to another free run course through the trees. There is no time to delay here: those who tarry will find that Gunners will soon gain a clear shot at Kenway.

Sequence End

Free run through the trees until you reach a pile of straw for Kenway to leap into. If you find that you are inexplicably stuck in the trees, it may be that you need to ascend to a higher level; tap to climb.

The final part of the chase takes place purely on foot. Sprint down the bank, dropping a few Smoke Bombs to deter the mob, and approach the right-hand side of the windmill. You should then run around the building, which will cause the pursuing soldiers to lose sight of Kenway.

As you finish the U-turn, leap into the cart full of hay to reach safety, and end the Memory. In the event that you do not shake all combatants, use your remaining Smoke Bombs to end the fight easily.

You will need to have at least 5,000R to begin the first Memory of Sequence 06, so it makes sense to raise it before you set sail for Nassau. You could easily accumulate this sum in Kingston by completing Assassin Contracts, looting Treasure Chests and raiding local warehouses. As ever, you can always seek plunder at sea.

No matter which method you choose, players who have taken a relaxed attitude to raising capital and upgrading the Jackdaw so far are advised to begin undertaking optional activities in earnest at this stage. Story episodes that involve the Jackdaw will soon increase in difficulty, so improving Kenway's ship will enable you to stay level (or, better still, ahead) of the difficulty curve. Study the Completion Timeline to learn of all activities available to you, and peruse the "Accumulating Wealth" section of the Reference & Analysis chapter to gain a better understanding of how to make reales with a minimum of effort.

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Walkthrough

Sequence 06

Kenway and his allies attack a fort where Governor Torres is known to be storing a large quantity of gold, capturing both the prize and the Grandmaster himself. However, Torres informs Kenway that the money is set aside to pay a Dutch slave trader, Laurens Prins, for custody of the Sage. Despite Adewalé's strong reservations, and warnings that the crew might lose patience with Kenway's quixotic dream of obtaining a fortune from the Observatory, the pirate allows Torres to go ahead with the intended trade.

Following the Templar and Prins from a safe distance, he is forced to intervene as James Kidd arrives to assassinate the slave trader – a long-term Assassin target. When Prins realizes that they have been followed, both he and the Templar escape. Kenway and Kidd agree to cooperate to assassinate Prins. During the events that unfold, Kenway discovers that his Assassin friend is actually a woman named Mary (posing as "James" as a necessary subterfuge), and that the Sage – far from being a captive – was actually an employee of the Dutch slaver. The Sage raises the alarm after the death of Prins, and Kenway is forced to flee for his life. With the Sage lost once again, Kenway returns to Nassau...

Memory 01 "Diving For Medicines"

Mission Overview

Optional Objectives

- Loot three Treasure Chests.
- Avoid being attacked by a shark.

Notes & Further Reading

- The purchase of the diving bell, locked until this stage in the story, makes it possible to access several unique destinations. See the Underwater Shipwrecks & Caves section for guides to these locations, tips on underwater navigation and features, plus information on the rewards you can obtain.
- There is one feature that you will definitely need to know for this Memory: hold to interact with the diving bell or an air barrel. This will enable you to refill your breath meter whenever it gets dangerously low. Air barrels are single-use objects, so you need to use them strategically if you have several objectives to complete in an area (such as picking up collectibles).
- You can find the design plan for the Elite Hull upgrade during this Memory. Though it's unlikely that you will be able to afford to purchase the improvements at this stage (both in terms of reales and cargo), it now becomes a plausible goal to work towards over the coming Sequences.

Return to Nassau to begin this Memory. After the cutscene, walk with Blackbeard and Ben Hornigold as a plan is devised and agreed upon. Naturally, responsibility falls on Kenway to fund the purchase of the diving bell. Once you acquire the requisite funds and hand over the 5,000R fee to a Harbormaster (see the Jackdaw Upgrades section of the menu to find the diving bell), you can continue with the main storyline. Return to the Jackdaw and set sail. If you have already visited Florida or liberated the Dry Tortuga fort, you can Fast Travel to one of those destinations to cut the journey time. On arrival, tap when prompted to start the Memory; after the introduction, make the short sail to the marked shipwreck and hold to begin the dive.

There are six Treasure Chests and three Animus Fragments to recover from the vicinity of the San Ignacio Wreck. As it makes sense to collect these now (and obtain a valuable design plan), we'll cover all nine collectibles here. If you would rather just progress in the storyline, swim straight for the glowing hatch on the ship and resume the walkthrough at step . Otherwise, swim down and open the first Treasure Chest on your way to the hull portion with three jellyfish in front of it. Ignore the air barrel for now.

PREVIOUSLY...

Taking care to avoid the jellyfish, loot the second Treasure Chest, collect the Animus Fragment from the mast above, then swim to the right-hand side of the hull section to the north to find a third Treasure Chest. You can now swim to the glowing hatch. Before you enter, press in close proximity to the nearby air barrel to replenish the breath meter.

Press to interact with the hatch, then swim inside and approach the chest trapped beneath a rotting beam. Open it to trigger a cutscene. When this ends, swim through the new tunnel to the west until you reach an air pocket ( ), where you can swim to the surface to replenish the breath meter. After this, continue to the west until Kenway is caught in a strong current. Use to dodge hazards during this brief challenge.

Swim through the short remaining section of the cave. Kenway should be in fairly immediate need of oxygen, so swim to the air barrel; an ambient event directly ahead of your position will foreshadow what the next challenge will be. From the air barrel, swim into the patch of seaweed. Sharks cannot detect Kenway while he is in these areas, so think of them as underwater Stalking Zones. If Kenway is attacked by a shark, follow the onscreen button prompts to repel it.

If you watch the sharks carefully, you will note that they move in predictable patterns. If you simply wish to return to the surface and complete the Memory, follow the route shown here to reach the patch of seaweed closest to Blackbeard's diving bell. When the nearby shark swims to the south of your position, quickly swim towards the diving bell and press to enter, and again to end the mission when prompted. If, however, you would like to pick up all collectibles – including the Elite Hull upgrade for the Jackdaw – and 100% synchronize this shipwreck before you leave, you have more work to do. Start by swimming into the hull section to the right to collect an Animus Fragment.

Take your time in reaching the remaining four collectibles. Should a shark attack you and make you fail the Optional Objective, you can simply restart from the last checkpoint. If you angle your approach carefully, Kenway can open these two Treasure Chests while concealed by seaweed. You may wish to move to the diving bell to replenish the breath meter before you continue.

Finally, collect the remaining Animus Fragment on the right, then return to the seaweed patch. Watch the shark to the left carefully; when it swims away, squeeze through the gap to open the last Treasure Chest. This contains the design plan for the Elite Hull upgrade, so it's definitely worth the risk. You can now backtrack to the seaweed leading to the diving bell.

Memory 02 "Devil's Advocate"

Mission Overview

Optional Objectives

- Rescue five survivors.
- Kill three guards stunned by Smoke Bombs.

Notes & Further Reading

- Replenish your stock of Smoke Bombs before you begin: though required for an Optional Objective, they also make a large battle much easier to complete.
- Though you won't stop for long, this Memory features the first story-mandated visit to Mariguana Island.
- This is the first main story Memory where you are likely to encounter frigates: a class of warship more powerful than the schooners and brigs you may have encountered so far.

Fast Travel to Salt Lagoon, then approach the ship at the marker and press to begin. You can then set sail for the waypoint, where you will find a huge circular search zone that is, naturally, a Restricted Area – and teeming with British ships. The Optional Objective to rescue five survivors can be accomplished both by picking up strays on the sea (by far the easiest method), or by sinking hostile ships to create them. Naturally, with the area heavily populated by frigates, one battle tends to lead to another – so you may prefer to explore the periphery of the search zone to collect the five men. When you have accomplished this task, or are ready to proceed, move to the position marked on the accompanying map to locate the Queen Anne's Revenge.

On arrival at the waypoint on Mariguana Island, steer in close to the Queen Anne's Revenge and release the wheel. Dive overboard, swim to the beach and join the fight. As you enter the fray, drop Smoke Bombs to set up easy assassination kills and complete the second Optional Objective. As a fringe benefit, this also serves to make a chaotic battle much easier to deal with. When the final soldier falls, board Blackbeard's ship and take the wheel.

Immediately set sail for the enemy man o' war, steering to avoid its mortar salvos during the approach. Blackbeard's mighty ship fires broadsides in a staggered sequence of three barrages, which makes it incredibly powerful – but be mindful of the fact that you must therefore maintain a suitable course to keep the enemy ship targeted until the third round of cannonballs have been fired. Though a sustained and aggressive assault can work well, taking the time to brace and reduce damage from enemy fire is still a very good idea. When the man o' war has sustained sufficient damage, cease your bombardment and sail in close to trigger a cutscene.

After Kenway rides a lift to the upper reaches of the Queen's Anne Revenge at the close of the cinematic, free run through the rafters to reach the enemy ship, making sure you take down the two Gunners standing on the mast platforms with your pistols or the Blowpipe. From there, you can move to a position above the highlighted Captain and perform an air assassination to complete the Memory in dramatic fashion.

Memory 03 "The Siege Of Charles-Towne"

Mission Overview

Optional Objectives

- Use three Sleep Darts on crocodiles.
- Skin a crocodile.

Notes & Further Reading

- Ensure that you have a stock of Sleep Darts (or the means to craft them) before you begin this Memory: they are required for the Optional Objectives.
- Those aspiring to not a single percentile less than 100% Synchronization may wish to visit Nassau to clear it of collectibles and side quests before they begin this Memory. Sequence 07 begins with a plot development that will make these activities a little more complicated and time-consuming.
- The location that you visit during this Memory is exclusive to this section of the story, and features no collectibles.

The Memory Start position is a short sail to the west of Nassau, so you can Fast Travel there (or the nearby Andreas Island) to reduce the journey time. When the mission begins, you must tail a ship through a waterway dotted with guard posts and potential witnesses. You should maintain a speed no faster than half-sail throughout this section. Start by taking the left-hand channel, then stick to that side of the water to avoid detection. Note the pools of illumination that indicate the approximate extent of enemy vision range; you can also refer to the mini-map for a more precise guide on where not to sail.

After staying close to the left-hand bank for a minute or two, you will reach a narrow section of water where the Jackdaw will automatically come to a halt. Disembark and follow this course to begin the approach to the alarm bell.

From the balcony, perform a Leap of Faith into the hay cart. Assassinate the stationary guard, then wait for a patrolling soldier to approach your position; whistle to lure him over, then strike. There are stationary guards on the covered section of the walkway, so it's prudent to avoid them entirely. Wait until the second patrolling guard (on the left-hand side of the illustrative screenshot) is out of sight, then make a quick dash to the bell to disable it. Adewalé automatically steers the Jackdaw to your position at this point, and the vessel you are tailing resumes its journey. Return to the wheel to continue.

The remaining section of the journey on the Jackdaw is entirely linear. When you reach the jetty, Kenway will decide to continue tailing the boat on foot. Run into the ruined ship directly ahead. However, if you wish to complete the Optional Objective to use Sleep Darts on crocodiles, this is the perfect place to do that – you will find three or four swimming in the surrounding water. After drugging the required number, skin the crocodile closest to the path to complete the second Optional Objective. There is a checkpoint right here, and you actually have a surprising amount of time until your primary targets move out of range.

Climb to the top of the hull, then traverse to the right until you can go no further. You can then drop down (hold to make Kenway release his grasp), then run through the hole in the hull.

Safely cross the river via the wooden free run elements, then use the Stalking Zones to stay out of sight as you pass the soldiers.

Run for the crates and climb into the building, then turn left – be careful here, as you'll need to align Kenway with a narrow wooden beam – and free run to the other side. When you emerge, use the dilapidated masonry to reach the wall of the tumbledown church.

Swing via the wooden beam to reach a chandelier, then turn right to leap to another chandelier. Turn left and hop to the wooden beam, then jump to the gap in the wall. Continue free running in the same direction until Kenway lands in a Stalking Zone. There is a checkpoint at this stage.

From the Stalking Zone, use the crates to reach the upper floor of the building directly ahead, then turn right.

You may need to wait here to allow the boat to sail past. When it does so, use the branch on the tree to swing down to a Stalking Zone in the graveyard. You can now carefully make your way along the water's edge until you reach a wall.

When you enter the eavesdrop circle, the soldiers will start walking. Begin by cautiously free running on the beams; stop and wait when they pause to converse. When they move on again, swing down to the ground and hide behind the wooden wall to the right before, once again, they stop to talk. Follow them and hide behind the nearby barrels. Shortly afterwards, the alarm is raised, and Kenway must pursue and kill the Captain.

Early in the chase, after rounding the first corner, you will reach the free run course shown here. You cannot catch the Captain until a specific stage in the pursuit, so focus on swift, decisive movement to keep up with him.

An explosion clears the path of assailants in this position, leaving Kenway clear to hop over the beams. When you approach the gate, use the upturned cart to the left to begin another stretch of free running.

This stretch of the chase seems entirely straightforward at first, but there's a unique feature here: when Kenway slides down the slope towards the crocodiles, press to jump over them. Angle your approach to the left of the soldiers as you near the opening.

Once you pass the blockade at the gate, the Captain will begin to tire as he runs for his life. There are two potential assassination spots here. If you have made good time so far, you should catch him at the first.

If the Captain eludes you and enters the warehouse, you have one last opportunity. Climb the boxes to the left, then free run over the beams; you should gain an air assassination opportunity before the Captain reaches the final gate. If you fail, don't feel too annoyed: the checkpoint places you back at the start of the pursuit, and it's always easier after an initial practice run.

Present Day: Part Three

Accompany Melanie to the CCO's floor, then follow John from IT's instructions to reach the security room and hack the camera control panel. The new hacking minigame requires you to select numbers that, when multiplied, add up to the target number. Use to move between number groups, and to select individual figures. The broad strategy for this puzzle type is to infer the solution from the target number.

The solution here, if speed is of the essence, is 2-5-7. When the surveillance ends, use the window cleaning platform, as directed, to reach Olivier's office and hack his computer. This introduces the third and final style of hacking minigame, where you must use to "transfer" data from the left side of the screen to the right. Red lines represent security programs that will destroy your data, returning it to the left side of the screen. You will also notice wavy blue lines. These are safe in this state, but will regularly become active security programs (solid red lines). Time your approach carefully to take this hazard into account.

As before, return to the lobby to deliver the data to the courier. You now have Security Level 2 clearance, which opens new doors in the lobby area and on the Sample 17 floor. Explore these and the secrets they might yield if you wish. When you are ready, return to your Animus to continue Kenway's story.

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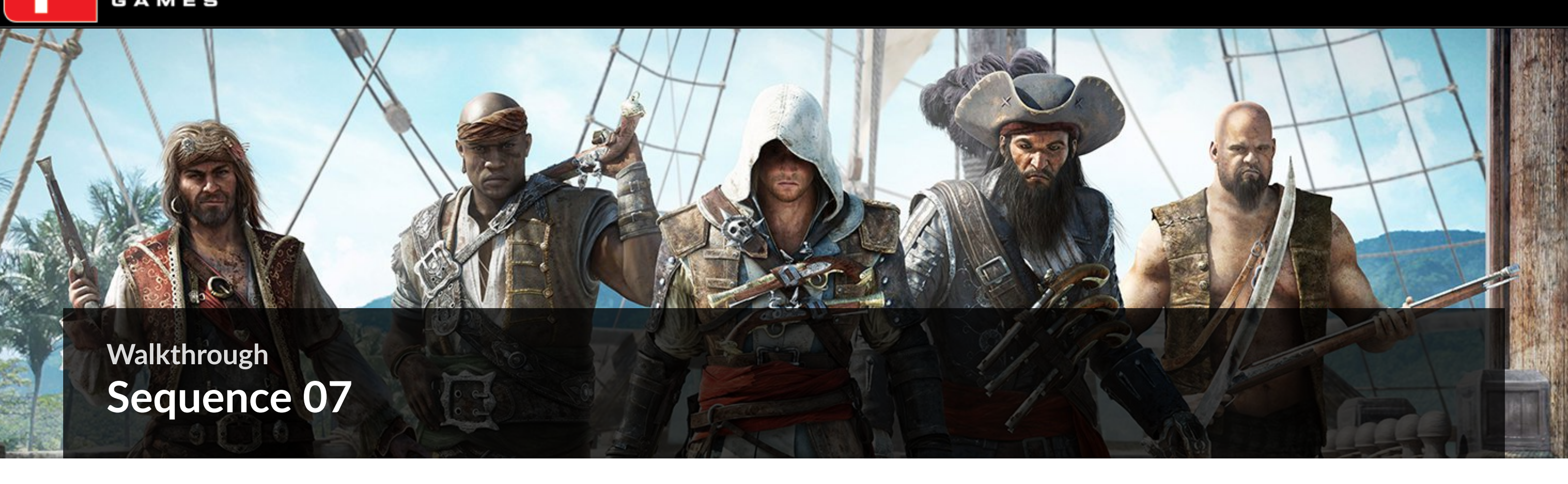

Walkthrough

Sequence 07

PREVIOUSLY...

Nassau may be a haven, free from crown interference, but disease is exacting a toll on the inhabitants of this nascent pirate democracy. After consulting with other leading pirates, Kenway purchases a diving bell and attempts to retrieve medicine from a Spanish wreck, but finds that the liquid has spoiled during its years beneath the waves.

Despite an earlier (albeit tenuous) consensus that medicines be acquired without antagonizing the British, Ed Thatch – now embracing his Blackbeard persona – opts to take direct and aggressive action. After obtaining directions from Ben Hornigold, Kenway lends assistance to Blackbeard during a battle with a British man o' war. Later, he finds the legendary pirate blockading a settlement on the North American mainland, his ships adorned with hostages. With the local commander refusing to yield, Kenway favors stealth where brute force has failed. After sailing the Jackdaw on a perilous inland course to reach Charles-Towne, he assassinates the stubborn official. He returns to Blackbeard with the medicines, and the means to mix further doses. Though the legendary pirate approves, he expresses a desire to travel north – implicitly signaling that he wishes to play no further part in Nassau or its troubles. After bidding his friend farewell, Kenway returns to the island.

Memory 01 “We Demand A Parlay”

Mission Overview

Optional Objectives

- Kill three guards while hanging from ledges.
- Sabotage the alarm bell.

Notes & Further Reading

- From this Memory onwards, Nassau is policed by British soldiers. That said, you can make extremely profitable sweeps of the town and its surroundings to rescue pirates from Redcoats whenever your crew levels are low. For the rest of the story, this will be the most efficient place to embark on recruitment drives.
- Acquiring the Advanced Hull upgrade for the Jackdaw in time for the final Memory of this Sequence will make it much less fraught. There are two major naval battles in succession that will severely test any players who have yet to improve the Jackdaw's capabilities.
- If you have neglected it so far, a prompt: Harpooning is a solid method of accumulating both reales and resources required for crafting key upgrades for Kenway.

This Memory takes place in Nassau, with a start point close to the beach. As soon as the opening cinematic ends, activate Eagle Vision to “tag” Woodes Rogers and his entourage on the beach. You should then climb the nearby ladder and quietly assassinate a Scout on the rooftop; be sure to release the High Profile Button to avoid kicking him to the street below. A single soldier will detach from the main party and enter the alleyway below your position. Wait until he is out of sight of his allies, then perform an air assassination. Take cover behind the tree and watch your targets until they move on.

Rogers and his companions are positioned at the heart of a mobile Restricted Area, which means that you must stay at least 25m away. Tag all targets with Eagle Vision, even those that arrive from the tavern. When the group leaves, and the Restricted Area begins to pull away, carefully skirt the edges of it as you follow the route illustrated here. As the Eagle Vision “tag” effect drops after 35m, you may need to cast eyes on Rogers again to reset the timer as he approaches the path leading to the fort.

Approach the steep bank, out of sight of the fort entrance. You can actually satisfy the mission objectives by simply standing here, far from danger. If you would like to listen to the conversation clearly, however, you can optionally scramble up the slope and hide in the Stalking Zone. When your next objective is given, head to the north.

Use the free run course pictured here to begin your infiltration of the fort.

Follow the climbing route shown here, then carefully traverse to the right to hang beneath the middle window. When the Gunner approaches, perform a ledge assassination to complete the first of three required for the first Optional Objective.

Traverse to the wooden beam, then climb to the top of the wall above. There are two Gunners here who walk on short regimented patrol routes. Eliminate them both with ledge assassinations to complete the related Optional Objective, then climb up. If you have yet to do so, you may wish to Synchronize with the nearby Viewpoint before you continue.

Watch the wall to the southeast. When the soldier in the distance walks away, perform a double air assassination on the two guards below. You can then sprint to the position marked on the screenshot and press against the corner of the wall; whistle the approaching guard, then assassinate him when he moves within range.

Watch the Scout on the wooden scaffold. When he moves to the left-hand position on his patrol, sprint over and press Kenway against the left side of the broken wall. Whistle, and the sentry will (rather curiously) jump to the steps; be ready to press just after he lands for a silent assassination. A Captain and a Scout walk a long patrol around the outer edge of the fort interior, checking hiding places. If they are not approaching the hiding spot below (check the screenshot for entry to see their route), you can quickly run onto the scaffold and perform a Leap of Faith into the hiding place.

While it is possible to eliminate the patrolling Captain, there's actually no need to do so. When the nearby Brute moves to the left-hand position on his short patrol, make a quick dash for the Stalking Zone. If the coast is clear when he returns, whistle and eliminate him; if not, wait for the next opportunity. You should then be clear to step out of the Stalking Zone to quickly disable the alarm, completing the second Optional Objective – and, incidentally, removing the threat of Desynchronization if Kenway is detected.

You can incapacitate the Gunner on the rooftop to the west with a Sleep Dart if you wish, but it's just as easy to sprint into the next Stalking Zone when he turns away. From here, it's just a short run to the required documents. Press when you move in range to collect them, and trigger the closing cinematic for this Memory.

Even though the mission has ended, Kenway still needs to extricate himself from the fort. Climb the scaffold to the east and run to the south, assassinating the Gunner when he faces away. The climb down is easy from here, and there's a Leap of Faith position a short walk to the south, behind the tent.

Memory 02 “The Gunpowder Plot”

Mission Overview

Optional Objectives

- Kill four guards in one kill streak.
- Use 10 Blowpipe darts on guards.

Notes & Further Reading

- You will need a full inventory of Blowpipe darts for this Memory's Optional Objectives. At this stage in the story, you really need at least one Dart Pouch upgrade. If you overlooked our earlier advice, you can obtain this first ammo capacity enhancement by hunting howler monkeys on the east side of Kingston. It's always wise to have a stock of bones with which to craft new darts in emergencies. If your totals are low, there are wild pigs, rabbits and crocodiles to skin on the west side of Nassau.

Speak with Charles Vane at the tavern to begin this Memory. You must collect four gunpowder kegs from the locations marked on the map. As the two Optional Objectives suggest, there's no penalty for a more boisterous approach in this mission; indeed, it's a great opportunity to cut loose and cause chaos. We'll cover each of the four locations in the order shown on the above map. The arrows show the optimal direction of approach to each Restricted Area.

The two marked locations closest to the tavern may cause a little consternation until you realize that these are used to indicate the entrances to an underground storage room, where a single keg can be found. Rather than fight your way in through the circular Restricted Area that surrounds the west entrance, head for the entrance to the east. There are five regular soldiers here, plus others that may join from a nearby patrol, which makes it the perfect opportunity to complete the kill streak Optional Objective. Antagonize one guard, and they will all move to attack; lead them into the street, and you can complete the required kill streak with relative ease.

You will encounter a Scout as you make your way down into the storage room, with a Brute and another Scout guarding the keg. This is a great time to start racking up Blowpipe hits for the second Optional Objective. When the guards have been incapacitated, approach the keg and hold to loot it. If you wish, you can then run to the west exit (note the Treasure Chest here) to gain two further Blowpipe hits for the Optional Objective. Hit the Brutes with Berserk Darts from a safe distance, then retrace your steps to return to the streets.

This location is a huge circular Restricted Area. While you can simply fight your way to the keg, the presence of two Gunners on the Viewpoint tower makes this a little dangerous. Instead, approach from the west and hit both Gunners with Berserk Darts, then dash into a Stalking Zone. From here, you can pepper other troops in the vicinity with additional darts. When the effect of the Berserk Darts wears off, you can stroll to the waypoint and collect the keg from inside the tent.

This spot is traditionally the location of Nassau's oft-raided warehouse, with the large Restricted Area now occupied by well over a dozen soldiers. Approach from the north, and enter the Stalking Zone. There is a Gunner in the watchtower to the east, with a Captain patrolling the central area, regularly passing the gunpowder keg that you require. When he reaches the location marked on the accompanying screenshot, hit him and his companion with a Berserk Dart apiece. To add to the chaos, do the same with the Gunner. Check the right-hand side of the shed where the keg is stored for any hostiles who have not been drawn into the unfolding melee, and quickly becalm them with Sleep Darts. You can then casually hop over the wall and appropriate the keg.

The final area is much easier to infiltrate. Approach from the beach to the south and sneak into the Stalking Zone when the patrolling Scout looks away. Lure and assassinate him on his return, then hit the Captain on the far side of the tent with a Sleep Dart. Stealing the keg ends the Memory immediately, so if you have yet to complete the Optional Objectives, you should do so beforehand.

Memory 03 “Commodore Eighty-Sixed”

Mission Overview

Optional Objectives

- Kill three guards from Stalking Zones.
- Air assassinate Chamberlaine.

Notes & Further Reading

- As you may have exhausted your stocks in the previous Memory, replenish your supply of Sleep Darts before you begin. These aren't essential, but they may help to avert potential disasters.

Reconvene with Charles Vane close to the house surrounded by a Restricted Area to begin the Memory. After the introduction, you must tail two guards through the town. Tag them with Eagle Vision, then immediately assassinate the guard standing by the nearby Stalking Zone to begin work on the Optional Objective. When the pair walk along the main path, follow along the alley to the right, then climb the wall.

Staying behind the second row of houses moves you out of the Restricted Area, and enables you to avoid two pairs of guards in the alleyway (not to mention sentries on rooftops). As long as you approximately match stride with your targets and look in their direction at regular intervals, it's literally no more than a leisurely walk at this stage.

As the two targets reach the end of the street, they will briefly separate. Move to the position shown here to stay just out of range of the soldier approaching you. If you have a Desynchronization warning, move a little closer, but try to ensure that the closest target does not move within any less than 25-20 meters of Kenway.

When your targets draw near, move into the Stalking Zone and reacquire the Eagle Vision “tag” on both as they pass. Wait behind the house until they turn and walk to the south, then scramble up the bank and hit both Scouts with Sleep Darts.

Match stride with the two soldiers as they walk along the path. Don't forget to align your camera to view their outlines whenever the timer falls below 10 seconds.

Wait until the group passes below, then make a Leap of Faith into the hiding spot. When your two main targets press forward, one of the soldiers that accompanied them on the later portion of the tail will move to stand in an altogether deadly position. Assassinate him as soon as he presents his back.

You can then easily move through a sequence of four Stalking Zones to avoid the soldiers in the camp. When you reach the second of these, there is a Scout to your left that you can entice quickly with a whistle; kill him to keep working towards the Optional Objective, then move to the fourth Stalking Zone while the Brute is facing away.

Perform the final kill for the Optional Objective, then tail your targets from a safe distance until they eventually reach their destination.

From the Stalking Zone, and being careful not to alert the guards in the camp area directly ahead, follow this route to reach a wooden beam that extends from the Commodore's mighty “ship of the line”.

From the beam, traverse to the ledge beneath the cordage to avoid detection. Watch the two patrolling soldiers on the deck. When they both face away, climb to the ropes to move out of sight.

To satisfy the second Optional Objective, you must kill Chamberlaine with an air assassination. This can be achieved from the mizzenmast at the rear of the ship.

When you reach a position above Chamberlaine that is within air assassination distance, double-check that he is highlighted (and the assassinate prompt visible in the top right-hand corner) before you strike. When play resumes, the soldiers on board the vessel will quickly move to attack. Dive overboard and swim for the shore to avoid unnecessary combat.

Memory 04 “The Fireship”

Mission Overview

Optional Objectives

- Use the mortar to sink three ships.
- Use a fire barrel to sink a ship.

Notes & Further Reading

- As we mentioned earlier in the walkthrough for this Sequence, the Advanced Hull upgrade will make this Memory much easier to complete. If you intend to complete the Optional Objectives, you should also have Reinforced Mortars and Advanced Fire Barrel Strength upgrades as a bare minimum – and ideally better. Enhanced fire barrel and mortar storage are also practical (and eminently affordable) improvements.
- Naturally, it also makes sense to ensure that the Jackdaw's stock of mortar and fire barrel ammunition is full before you begin. It's an easy mistake to make...

Meet up with Charles Vane and Calico Jack on the beach, and interact to begin this short but intense naval-oriented Memory. In the first (and major) section of this mission, you must follow the Royal Phoenix as waves of gunboats move in to attack. The moment when gunboats first appear is the perfect time to work on the Optional Objective to sink three vessels with mortar fire.

As the battle becomes more chaotic, you will find that you have gunboats on all sides. Watch the mini-map carefully; when one sails behind the Jackdaw, rotate the camera and drop fire barrels to sink it, completing the second Optional Objective.

After the fireship finishes its circuitous journey, it will sail towards the blockade. When the notification of this event appears, you have a little time to complete any remaining Optional Objective requirements. Be sure to stay well clear of the explosion area.

After the Royal Phoenix explodes (and entirely fails to live up to its nominative billing), go to full sail and steer the Jackdaw through the gap in the blockade. There's no profit in attempting to engage the other ships here, so – while making sensible evasive maneuvers to avoid incoming fire – set a direct course for the waypoint marker in the distance. Enter the highlighted area to end both the Memory and Sequence 07.

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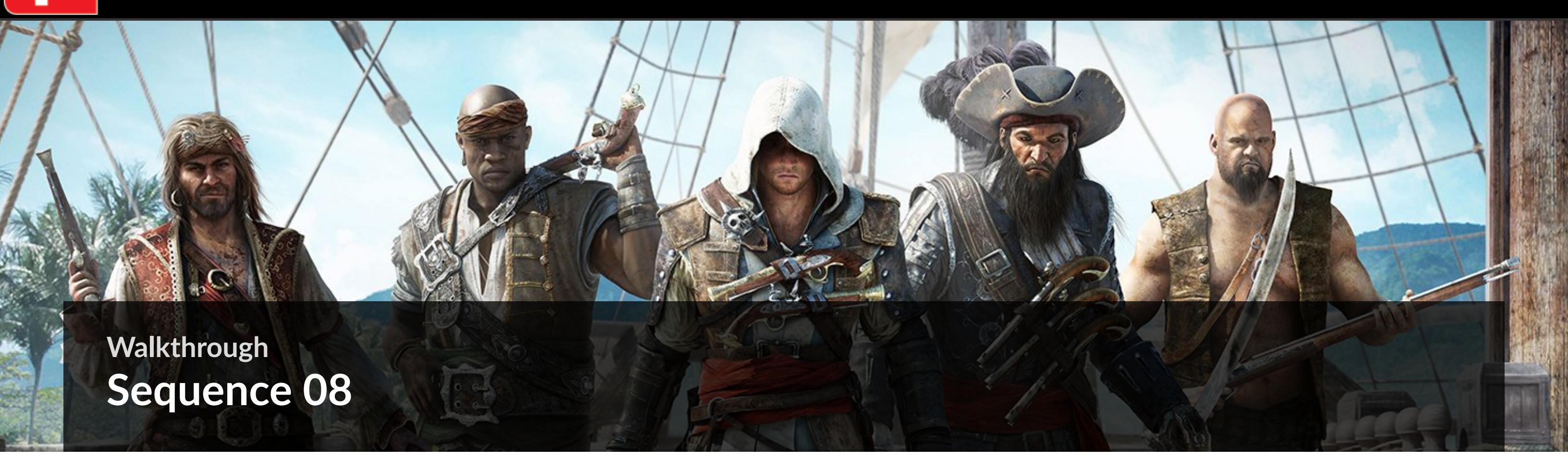

Walkthrough

Sequence 08

PREVIOUSLY...

With the notoriety of the "pirate democracy" firmly established, and perhaps augmented by the recent actions of Kenway and Blackbeard, Woodes Rogers arrives in Nassau with Commodore Peter Chamberlaine and a sizable detachment of British soldiers. After calling known pirates to a parlay, he offers an ultimatum: either agree to an immediate cessation of piratical activities, and accept the King's Pardon, or face execution without trial. While some (particularly Benjamin Hornigold) favor surrender, believing Nassau to be a lost cause, others – including Kenway, Charles Vane and Calico Jack – are less than enamored with the prospect.

When Vane and Kenway discover that the uncompromising Chamberlaine intends to willfully disregard the orders of Rogers and scuttle all ships within the surrounding naval blockade, they resolve to escape. After assassinating the Commodore, they load a vessel – a "fireship" – with stolen gunpowder, set it alight, and steer it at the British vessels to punch a hole in the blockade. Following the successful escape from Nassau, Kenway returns to his secret cove to consider his next move...

Memory 01 "Do Not Go Gently"

Mission Overview

Optional Objectives

- Kill four guards.
- Use heavy shot to incapacitate the man o' war.

Notes & Further Reading

- Sequence 08 begins at Kenway's Great Inagua hideout. Though you might look wistfully at the cove upgrade locations, these are still best left until you have the Jackdaw and Kenway himself outfitted with the best possible upgrades. Until then, hideout improvements are naught but expensive luxuries that confer precious little in the way of practical benefits.
- Stock up on naval ammunition (particularly heavy shot for the Optional Objective) and ensure that the Jackdaw is in a perfect state of repair before you begin. Smoke Bombs are also useful, but not strictly essential.
- The location where this Memory takes place is exclusive to this part of the story, and does not feature any collectibles.

The marker for this mission can be found at the very north of the Caribbean map; Fast Travel to Abaco Island to reduce the journey to a few minutes. After Kenway notices the suspicious man at the close of the opening cinematic, begin the tail by sitting on the bench to your right, then approaching the campfire to blend with the revelers. This will enable you to avoid detection when your target turns to observe the path behind him.

Once safely away from the party, the stranger will break into a run. Sprint after him until you reach the gate shown here, and wait in the Stalking Zone. After a brief conversation, a guard will approach your position, and an eavesdrop will begin. Assassinate the unfortunate and decidedly incautious Stephens (he's named by his commander just before he presents his back to Kenway, but don't let that personal detail stay your blade) to begin working towards the Optional Objective quota. You can then run into the Stalking Zone to the left.

Once the two targets begin moving, make a swift dash from the Stalking Zone to a position behind the crates. Wait until your two targets resume their stroll and then climb on top of the crates to perform an immediate air assassination on the guard on the other side. It's unorthodox, under the circumstances, but it's the quickest and cleanest solution. You can then run over to the slope, to the left of the steps, to reach another Stalking Zone.

Your targets will head to the right; take the left-hand opening into the next Stalking Zone. There is another opportunity to assassinate a guard to your right for the Optional Objective here, but we advise that you pass this chance up – it's an awkward kill to perform while remaining in the eavesdrop circle.

Wait while the two targets pause to converse, then quickly assassinate the soldier directly ahead. You can then sprint to the Stalking Zone on the opposite side of the room. Turn right and follow the secluded "corridor" until you reach another Stalking Zone.

When the targets continue their journey, assassinate the guard – completing the first Optional Objective of this Memory – then take the left-hand opening to climb to a balcony.

To end the eavesdrop, climb the slope to the left of the path and wait in the Stalking Zone to watch events unfold.

You must now reach the Jackdaw within the time limit. Jump through the gap in the balustrade to reach the lower level, then leap over to the winch to swing around to the left.

As Kenway lands, it's a near-direct free run straight to the deck of the Jackdaw. Grab the wheel and sail straight for the man o' war. In this short but intense battle, you must incapacitate the mighty vessel with heavy shot to complete the final Optional Objective. If you have yet to complete this task once the vessel's masts have been cracked, a glancing blow will suffice. Don't unleash a full broadside: this may sink the ship. Once you are ready, move in close and initiate boarding. If you would like to avoid any hint of a spoiler, we suggest that you attempt the fight on deck yourself, referring to entry only if you encounter difficulties.

You are given three separate objectives here to complete once boarding begins – but the simple fact is, survival is your only goal. Be content with fighting enemy soldiers. If you lack confidence in your use of Counter Kills and Kill Streaks in pitched battles against multiple opponents, Smoke Bombs can be deployed to turn the odds heavily in Kenway's favor. After a period of time has elapsed, irrespective of your overall progress with the stated objectives, a cinematic will begin.

Swim directly to the Jackdaw, climb on board, then take up position behind the wheel before the timer expires. Your final task is to set sail to escape the battle.

Memory 02 "Vainglorious Bastards"

Mission Overview

Optional Objectives

- Use the fort's defenses to sink a ship.
- Damage the Royal African Pearl with an upgraded ram.

Notes & Further Reading

- This Memory and the one that follows are played in succession – there is no opportunity to free roam between them.
- Completing the first Optional Objective broadly requires that you conquer the Naval Fort at Cabo de Cruz beforehand. While it's possible to satisfy the requirements with a hostile fort, this complicates matters unnecessarily. As it stands, any player seeking to master Assassin's Creed IV should be conquering all Level 2 forts at this stage.
- The second Optional Objective in this Memory actively requires that you use the ram. Be sure to purchase at least the first available upgrade before you begin.
- Try to replenish all forms of ammunition for Kenway: there is a demanding boarding sequence where you may benefit from this advantage.

Sail to Charles Vane's ship to begin this Memory; if you are far afield, there are several potential Fast Travel positions in the vicinity. Once you are underway, sail behind Vane's ship, the Ranger, until you reach the green search zone. As long as you remain in the Ranger's wake, you can avoid patrolling vessels. When the Ranger slows, turn to the right and use the spyglass to identify the Royal African Pearl.

When the Pearl sets off, you can sail to the left of its course to avoid the fire barrels that it drops to deter pursuit. Alternate between mortar fire and the chase cannons to damage the vessel, pausing your barrage to use the swivel guns to destroy fire barrels only when they pose a direct threat. You should actually find that mortar fire aimed for the center of the ship will have the side effect of destroying the barrels as they are deployed. When the Ranger is crippled, quickly sail in close before the timer elapses to rescue Vane.

After the brief cutscene, steer the Jackdaw towards the Pearl and ram it, satisfying the first Optional Objective; don't forget to brace during the charge. Ignoring the other vessels for now, concentrate your fire on the slave ship. If you are feeling bold, and have the upgrades to justify such ambition, circling at close range to deliver broadsides with heavy shot will enable you to strip the vessel's structural integrity down to the final red slivers of its health bar. Be very careful to avoid inflicting further damage once it has been incapacitated.

Optional Objective: Feel free to skip this step if you wish. With the Pearl dead in the water, engage the Spanish ships. Sink all but one, then weaken that final vessel and lead it towards the Cabo de Cruz fort. When the stronghold brings its weapons to bear (particularly its mortars), it should take no more than a single barrage to sink the enemy ship if it is following the Jackdaw closely.

You will find a Captain and a handful of Brutes on board the Pearl, so use Smoke Bombs to incapacitate groups for quick kills. Once you have slain the specified number of enemy seamen, ride the lift on the mainmast to rapidly ascend to the platform above. Kill the Gunner here without fuss or fanfare (sprint into him and tap to knock him to the deck below), then climb to the very top of the mainmast and press to cut down the sail.

Memory 03 "Marooned"

Mission Overview

Optional Objectives

- Skin three animals.
- Air assassinate Vane.

Notes & Further Reading

- Kenway is equipped with his hidden blades alone for the entirety of this Memory.
- This is your first visit to Isla Providencia. You may return here at any point after the Memory is complete.
- You can find the rare red howler monkey and black jaguar on this island. Black jaguar pelts are used to craft the Sleep Dart I upgrade, and a further upgrade for a weapon unlocked in a later Sequence. Though you cannot hunt red howler monkeys until a later visit (Kenway lacking the necessary projectile weapons during this stay), you actually need to collect black jaguar pelts to complete the first Optional Objective.

Head to the Viewpoint at the north end of the beach and Synchronize before you enter the jungle via the path shown here.

When you arrive at this position, follow the path underneath the fallen tree and run up the ancient stone steps.

You can find the first of three black jaguars required for the initial Optional Objective in this area. Move into the first Stalking Zone at the top of the steps and use Eagle Vision to identify the creature on the path ahead. As a predator, it will attack Kenway if it sees him, which triggers a button press challenge. Win this, and Kenway kills the creature; fail, and the jaguar will flee. For an easy kill, move through the Stalking Zones on the left-hand side of the path and strike with an assassination when the creature is within range.

After skinning the jaguar, follow the path to the west to reach the next waypoint. In the center of the ruins, follow the easy climbing route shown here to reach the upper area and a Viewpoint.

Synchronize at the Viewpoint before you perform a Leap of Faith and continue your pursuit on the path shown here.

There is a crocodile in the pool, so be cautious. Free run via the branches and two dead trees to reach solid ground to the north. The next waypoint is a short jog away.

After the cinematic, Vane will assail Kenway with an unrelenting fury until you can bypass him. Watch carefully the icons that appear above his head: these mirror those that appear above familiar enemy archetypes. Try to hide when he is poised to shoot the pistol, and run when he favors a grenade. Sprint between the cover elements shown here during breaks in fire. When you flank Vane to the left and reach the log, an explosive device left by him will break it in two. Climb the far half to resume the chase.

Follow the path until you reach the distinctive palm tree shown here. Free run to the tree at the end of it, and activate Eagle Vision: there is a black jaguar in the area below. Wait until it moves within range, then air assassinate and skin it.

Continue until you reach a crude log bridge. On the opposite side, quickly move into the Stalking Zone: the third and final black jaguar is found here. Kill and skin it, then head towards the waterfall. When you near it, cross the water and follow the path that begins to the east.

After the cutscene, Vane will attack Kenway in the same manner as before. From your starting position, use the walls to avoid his assault until you can make a spirited sprint for safety on the right-hand side of the ruins.

To complete the second Optional Objective – and avoid a needlessly perilous approach to the insanely furious Vane – follow the very specific climbing route shown here to reach the Viewpoint above his position. As soon as you move onto the wooden perch, press to Synchronize, then immediately look down and press to air assassinate Vane – and bring the Memory to a close.

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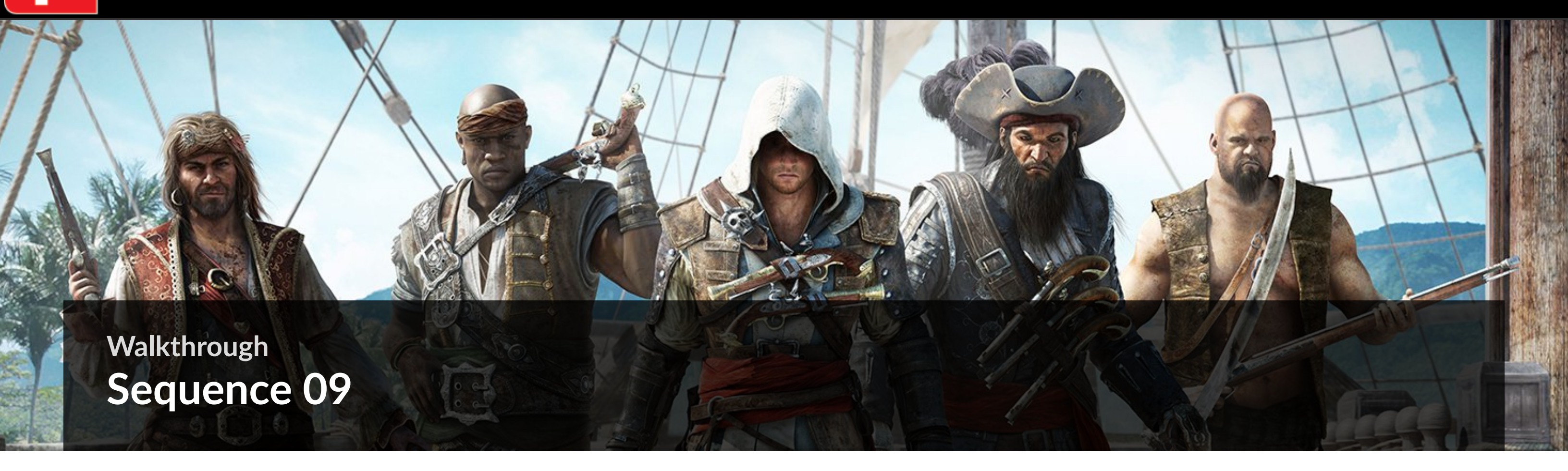

Walkthrough

Sequence 09

PREVIOUSLY...

Kenway and Charles Vane sail to North Carolina, where Blackbeard is toasting his imminent retirement. He informs Kenway that the Sage, real name Bartholomew Roberts, can be found among the crew of a slave ship known as the Princess. Noting a suspicious figure among the revelers, Kenway follows him to a meeting with British soldiers. Curious to learn of their intentions, he tails them to an elevated position overlooking the sea… only to watch helplessly as they signal an attack from a vessel concealed offshore in the early morning gloom. As barrage after barrage lays waste to his surroundings, Kenway races to the deck of the Jackdaw, where Blackbeard awaits. They set sail for the man o' war that initiated the attack, and succeed in boarding it, but Blackbeard is cut down in the fierce melee that ensues, with Kenway bowled overboard and forced to flee.

Disheartened by his loss, but with a new lead on the Sage, Kenway (with the assistance of Charles Vane) attacks a ship from the Royal African Company to learn the location of the Princess. The boarding is an unqualified success… but their return to the Jackdaw less so, as they find Calico Jack at the head of a mutinous crew, with Adewalé powerless to intervene. The story resumes with Kenway and Vane marooned on the uninhabited Isla Providencia. The pair clash as Vane grows ever more furiously delusional, blaming Kenway for their predicament. An altercation over food leads to an extended confrontation where Vane attempts to kill Kenway. Though Kenway beats the crazed pirate savagely, he cannot bring himself to kill him – but this is the final kindness he extends to his former friend. When a ship later sails to the shores of the island, Kenway escapes alone…

Memory 01 "Imagine My Surprise"

Mission Overview

Optional Objectives

- Sabotage two alarm bells.
- Kill four Brutes.

Notes & Further Reading

- Sleep Darts and Smoke Bombs are useful resources for this mission.
- If you have been following our recommended Jackdaw upgrade plans, you should now be ready to begin conquering the most difficult Naval Forts. You may also be equipped to deal with Legendary Ships.

Fast Travel to Kingston and head for the marker, where Adewalé awaits with a new source of information. After the introduction, you must infiltrate a Restricted Area to locate Hornigold and Rogers. Start by entering the Stalking Zone just inside the southwest corner of the Restricted Area. Quietly eliminate the three patrolling guards (including a Brute required for the Optional Objective), and you can easily sabotage a first alarm bell – and, as secondary perk, remove a potential complication when you return to this area a little later.

Leave the Restricted Area and make your way to the southeast side of the zone. Once again, the vicinity of the alarm bell is covered by light patrols. Eliminate the three soldiers, then sabotage the alarm. You can then head west via the run of Stalking Zones. Be careful not to activate Eagle Vision or move too far to the north at this point – your two primary targets are a short distance away to the north, and it's better not to disturb them just yet.

From the Stalking Zone shown here, watch the surrounding patrols carefully. As soon as everyone else is facing elsewhere, emerge from cover and stand still until the Brute's detection meter is half full, then immediately move back into the Stalking Zone. This will cause him to approach your position for an easy kill. When the coast is clear, move to the Stalking Zone close to the house and kill the next Brute. You can now incapacitate the troublesome Gunner on the rooftop with a Sleep Dart before you climb up to knock him out.

Return to the ground on the east side of the house. Watch the two-man patrol to the southwest; when they turn away, climb onto the thatched roof and carefully move to the east side until you see a man below; activate Eagle Vision to identify Hornigold and Rogers. Immediately jump and climb into the nearby tree as the pair walk around the building.

Free run through the trees as your targets walk the path below, taking care to not move ahead of them. When you reach the thatched roof, hide on one side to avoid detection when they pause to converse.

Wait until the targets leave the Restricted Area and walk by to the right, then free run through the trees and perform a Leap of Faith into the pile of hay outside.

There is no need to tail Hornigold and Rogers directly. Watch them until they round the corner, then follow this route, being careful to move no further than 40 meters away; you should also keep the camera trained in their direction to catch glimpses as they move between buildings to reset the countdown. Ensure that Kenway is safely concealed in a Stalking Zone when they approach.

Continue south, using Stalking Zones to avoid detection, until you reach a large Restricted Area. Wait in the final row of crops, just outside the fence, until an eavesdrop circle appears; enter the Stalking Zone to your right to begin.

When the eavesdrop begins, quickly jump through the gap in the fence and kill the nearby guard from the Stalking Zone. Wait until the Templars enter the warehouse, then move to the next Stalking Zone to eliminate a second soldier. You can then climb to the opening to the left of the warehouse entrance. Follow the party via the upper walkway, being careful to not walk too far ahead and attract attention. Assassinate the sentry on the far side.

From the upper walkway, jump to the branch, ascend to the V-shaped section at the center of the tree and tap to ascend to the upper branches. Perform a Leap of Faith into the hay cart, then – and this is the tricky bit – move into the cloth-covered hiding spot a short walk away. If you can do this without attracting attention, you can wait in safety for several seconds until the circular border of the eavesdrop zone forces you to jump out. At this point, simply walk to the outer wall of the warehouse: a cinematic sequence will begin before Kenway can be detected by guards.

After the cinematic, Kenway must escape the area. If you would like to complete the second Optional Objective, you must make a quick detour before you flee. Drop a Smoke Bomb to incapacitate the hostiles in the warehouse, then sprint out of the south exit and turn left. There are two Brutes outside. Drop another Smoke Bomb to disable them, then make a quick kill to complete the quota; if these are missing, you can find a Brute on the west side of the first warehouse that you passed through during the eavesdrop. You can now simply jump into the sea and swim to the Jackdaw to the west, using stealth swim to avoid gunfire if required.

Memory 02 "Trust Is Earned"

Mission Overview

Optional Objectives

- Free two groups of pirates.
- Double assassinate Cockram and Burgess.

Notes & Further Reading

- Principe is unlocked as a destination after this Memory ends, with a Fast Travel position located east of Great Inagua. There are numerous collectibles here, but your first visit is not the ideal time for exploration and acquisition. If you return here after completing the Sequence, you can hunt jaguars on the west side of the map to obtain pelts for Health Upgrade III and the Feline Pelt outfit.
- You may benefit from a full supply of Sleep Darts and ideally at least one capacity upgrade (or a supply of bones to craft further stocks) if you plan to complete the Optional Objectives.
- Players who are diligently picking up all collectible items en route to 100% Synchronization should note that Principe is the penultimate "locked" location. Though there is certainly no hurry to pick up most items, power gamers should be aware that you can potentially obtain all Mayan Stones (and claim the final reward from Tulum) when you arrive at a new destination during Sequence 10.

Return to the Jackdaw and sail to sea. The next Memory waypoint is in the southeast of the map. After the opening cinematic, you must sink five ships: four gunboats and a fairly substantial frigate. Note that you cannot send the frigate to Kenway's fleet from Principe, so unless you particularly need or want its cargo, or repairs for the Jackdaw, it's more efficient to just sink it. Sail to the west beach, as shown here, then Synchronize with the Viewpoint before you head to dry land.

Follow the path to the southeast, through a natural stone archway. There are two pairs of guards here: two stationary Brutes, and a couple of soldiers who walk a long patrol. You can either bypass them entirely as you continue to the south, or eliminate them with well-timed double assassinations.

As you approach the search zone, a fence and closed gate block your path. Use the nearby tree to bypass this obstacle. Shortly after Kenway lands, a cutscene will begin.

At this point, if you have no desire or need to complete the Optional Objectives, you can sneak or fight your way to the east beach to reach the search zone – or even swim there, bypassing combat entirely. Should you opt for this fast and furious conclusion, you can find your two targets in the north of the green area. If you wish to save the pirates and double assassinate Cockram and Burgess, your route will be rather more circuitous. Start by following the path that leads to the north from Roberts, then bypass the two Brutes guarding the entrance to the military encampment by heading east when you reach this location.

Eliminate the three guards in this area. A fight will not attract attention from elsewhere, though it's easy to stealthily dispatch the stationary guard to the left with a whistle, then brazenly run into the Stalking Zone beside the tree to cause the soldier on the platform to investigate. The final guard is then a mere formality.

Use the free run course in the trees to infiltrate the camp, landing in a Stalking Zone to the north.

Wait until the patrol moving from east to west return to the east, then make a decisive sprint along the path to the north shown here. Running down the wooden steps will interrupt the Scout's detection of Kenway.

Climb the wall and assassinate the Gunner.

When the Captain approaches the leftmost part of his patrol, with his back to Kenway, perform an air assassination. Move behind the guards watching the Gunners and hit them both with Sleep Darts; with that accomplished, walk behind the marksmen and perform a double assassination. You can then knock out the two sleeping guards before you free the pirates.

Backtrack to the tower and drop to the other side, then move to the Stalking Zone via the route shown on the accompanying screenshot. There is no harm in entering combat at this stage: just be sure to conclude any fracas far away from the remaining prisoners to the east. That said, the three nearby soldiers can be easily dispatched from the Stalking Zone with judicious use of whistles.

Move to the next Stalking Zone to the east, and hit the two Gunners standing over the prisoners with Sleep Darts; you can then do the same to the patrolling soldier when he moves to investigate. Staying close to the cliff edge, walk over to the prisoners and free them, then knock out the slumbering guards.

If you move into the Stalking Zone just beyond the cliff edge where you freed the prisoners, you will find a concealed route to the nearby Viewpoint. Climb this – be careful to time your movement past the window to avoid alerting the Gunner – then Synchronize on the perch.

Before you perform a Leap of Faith into the hay cart, take a moment to study the area below you. If you plan to complete the Optional Objective to assassinate the two Templars, you need to be meticulous in the steps that follow. Cockram and Burgess begin east of your position, and then take a long walk that eventually leads to the ship at the dock. There are two plausible moments to perform a double assassination, with both occurring at the early stage of their journey. After that point, they walk separately – and the opportunity passes. We outline here the basic route that you will be taking to the best chance to simultaneously kill both Templars.

After landing in the hay cart, assassinate the Scout then climb the west face of the building. If you are restarting from the checkpoint, Kenway will begin on a nearby slope adjacent to the Viewpoint. The basic steps are broadly the same: slide to the Stalking Zone, sprint to the cart (the dotted line on the accompanying screenshot indicates your approach), kill the guard, then climb the building.

Sprint along the row of houses, free running over the ropes that span the wider gaps for maximum speed, but generally remaining close to the center of the rooftops where possible. You will hear sound effects and see indicators that show that soldiers are suspicious of Kenway, but don't delay: they will not initiate combat or formally identify him if you are fast enough. At the end, leap to the tree branch and quickly climb up.

Jump to the next tree in line, then watch below.

Cockram and Burgess will be approaching, and in perfect alignment for a double assassination.

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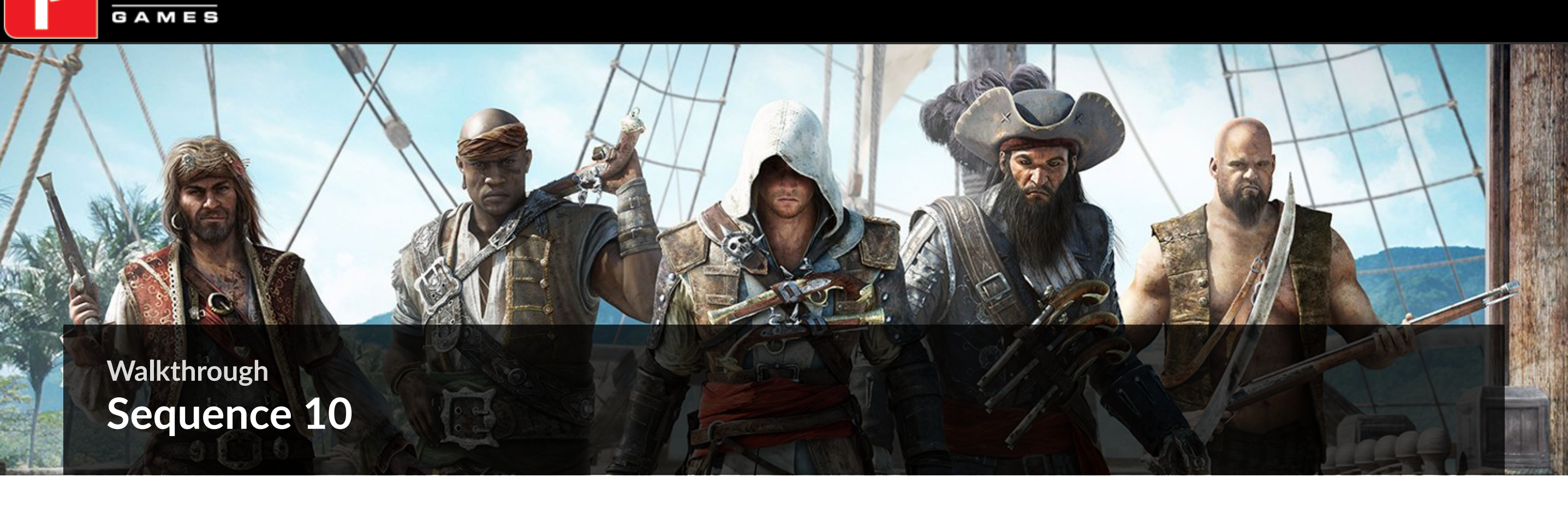


Walkthrough

Sequence 10

PREVIOUSLY...

Kenway's pursuit of the Sage leads him to Kingston, where he finds former Nassau associate Ben Hornigold consorting with Woodes Rogers. Tailing them across the city to a meeting with Grandmaster Torres, he is exposed when Hornigold calls him out, having espied the Jackdaw anchored further along the coast.

After extracting himself from this situation, and now armed with the knowledge that his man can be found in Principe, Kenway sets a course to find the elusive Bartholomew Roberts. Their meeting, once again, is tense – but by extending the favor of assassinating Burgess and Cockram, two Templars assigned to retrieve the Sage, he gains the grudging respect of his fellow Welshman. After long years of pursuit, they agree to an informal alignment of interests. The Observatory – so long a dream for Kenway, and a source of ridicule for others – is apparently a reality that Roberts appears willing to share...

Memory 01 "Black Bart's Gambit"

Mission Overview

Optional Objectives

- Stay out of combat.
- Use a rope swing to kill the captain.

Notes & Further Reading

- You definitely need to stock up on Sleep Darts if you are aspiring to complete this Memory's core Optional Objective.
- Players who have acquired most Jackdaw upgrades can remove a potential nuisance during forthcoming Memories by liberating the trio of Level 3 Naval Forts before they continue. As enemy vessels are stronger in the south, and many of your activities may take you through the Restricted Areas that surround the forts, this is a practical (and profitable) act of preparation.

Kenway begins on Misteriosa after his sojourn in Principe, with the position for this Memory located to the southwest. Once you begin, sail into the narrow channel shrouded in fog, then continue until you reach a Portuguese ship. The wind is strong, so only use bursts of full sail. When Kenway is charged to acquire the ship's flag, dive overboard and swim in the direction of the mainmast on the left-hand side of the vessel; use stealth swim (hold) inside the Restricted Area to avoid detection. Immediately climb the cordage, ascending without pause: this will enable you to pass out of detection range of the soldiers on the deck before Kenway is identified. When you reach the platform, traverse to the left to move out of sight of the sentry stationed on the other mast.

Neutralizing the two sentries before you make the final ascent to the flag is a little technical, so warrants further scrutiny. Select Sleep Darts, traverse to the left-hand side of the platform, then climb up. Immediately hit the more distant lookout with a dart. You can then neutralize the closer guard. Ensure that you don't press the High Profile Button as you assassinate or knock him out: if his body is propelled to the deck below, this will cause problems. Quickly climb to the top of the mast, then press close to the flag to trigger a cutscene. You can then perform a Leap of Faith into the sea, submerging to avoid detection where required, as you return to the Jackdaw's wheel.

Continue sailing along the channel, remaining at half sail to avoid mishaps, until you reach the Nosso Senhor and another cutscene. To circumvent a fairly intricate infiltration via land, you can simply swim around to the far beach, where the chest awaits. When you approach the tower, ensure that the Gunner and nearby soldiers are facing away, then quickly move into the Stalking Zone beneath it.

Wait until the two guards move to the most distant extents of their patrols, close to the rock wall, then hit them both with Sleep Darts. Emerge from hiding and press to loot the chest, then move into the Stalking Zone at the far south of the beach. From here, you can hit the Gunner in the tower with another soporific dart before you swim back to the Jackdaw.

Continue the journey through the channel. There is one point, as you approach the rock shown here, where it seems logical to move to the right of it. Don't do this: sail to the left instead, which will enable you to avoid a Portuguese frigate moving at a fair clip. After this, navigate past the stationary vessels until you reach another brief cutscene.

Swim to the very south of the beach, keeping a watchful eye on the two-man patrol, then slip into the Stalking Zone. When the two guards move to the west, quickly follow the free run course shown here to reach a tree adjacent to the highlighted guard tower. Tap to ascend to the upper branches, then hit the two sentries with Sleep Darts. You can then safely jump to the tower and knock both out.

Ensure that the two-man patrol shown on the accompanying screenshot is walking to the east, then make a running jump into the sea. Though it's not a textbook dive, Kenway will not sustain any degree of injury. You can now swim to the wreck to the east and climb its bowsprit.

Wait until the patrolling Scout reaches the left-hand limit of his patrol, then perform an air assassination; alternatively, hit him with a Sleep Dart. You can now approach the tower's ladder and climb to assassinate the Gunner. As soon as you kill him, look at the ship directly ahead.

To complete the second Optional Objective, you must kill the Captain by performing an air assassination via the nearby rope. Wait until he emerges onto the deck, then sprint towards the rope to begin your swing. Use to keep the Captain in your field of vision; when he is highlighted, press to make the required kill.

The Portuguese flagship that Kenway controls is incredibly well armed. Though you are advised to escape to the waypoint, you will need to destroy all enemy ships in the vicinity before the Memory will actually end. Start with mortar attacks, as a direct hit will destroy most vessels in a single barrage. Once you have sunk most of the ships directly ahead, use broadsides (and the incredibly fast and efficient swivel guns) to finish off the initial wave of vessels. For the ships that pursue from behind, it's worth experiencing the novelty of firing rear-facing cannons just once – but after that, resume your use of the flagship's mortar to exploit its unparalleled destructive potential. When all ships have been consigned to the ocean depths, sail to the waypoint.

Memory 02 "Murder And Mayhem"

Mission Overview

Optional Objectives

- Stay out of combat while finding Hornigold.
- Air assassinate Hornigold.

Notes & Further Reading

- Mortar and heavy shot ammunition are useful for a naval battle in this Memory, though not strictly essential.
- If you have yet to reach it while exploring, this is the first time that the story leads Kenway to the island of Santanillas.

Set sail for the marker, southwest of Santanillas, where Roberts awaits in the Royal Fortune. Once you begin, you must sail east, then swing to the north, to locate Hornigold's vessel; note that all other routes are blocked by Desynchronization boundaries. The first Optional Objective challenges you to reach the target ship without being detected by the patrols in the area. Move at full sail until you reach the coast of the west island, then stop briefly behind the "point" in the southwest ( ) – no more than five seconds – to allow a patrolling vessel to the east to turn south. Go to full sail immediately and follow the outline of the coast. When you reach the southeast tip ( ), sail over to the south island; if you are making good time, you will avoid both the ship behind the Jackdaw and another approaching from the north. Once you sail behind the small island ( ), the danger is effectively over. Continue north, then use the Spyglass to identify the Benjamin in the position marked on the map above.

Once you espy the Benjamin, a short but intense naval battle begins. Ignore other ships: Hornigold's swift schooner should be your only target. Use mortar fire and chain shot as you move within range, then angle your approach to the far side of the Benjamin, and try to remain there; this takes the nearby frigate out of the equation. Heavy shot will make for a quick end to the battle. The schooner will attempt to steer in front of the Jackdaw and drop explosive barrels after a time, but these are easily avoided or destroyed. Once you inflict sufficient damage, a cutscene will begin.

There is no penalty for combat or detection as you make your way to Hornigold's position. As long as you don't start a fight in range of your target (which would effectively ruin your opportunity to complete the second Optional Objective), stealth is purely at your discretion. Disembark the Jackdaw and move onto the beach to the south. There is a solitary guard to your right, who you can kill easily from the nearby Stalking Zones, while two soldiers walk a long patrol through the shallow waters. You can either eliminate or avoid them as you make your way to the cliff south of your start position.

While being mindful of the nearby two-man patrol, run to the Stalking Zone shown here.

There is a concealed entrance leading to a cave just to the left of the Stalking Zone. Enter this and make your way to the south.

There are two Treasure Chests to loot before you climb the wall at the far south of the cave.

Climb up and eliminate the Gunner on the rooftop. The patrolling guard on the level below can then be silenced with an easy air assassination before you approach the free run course through the trees that leads to Hornigold's position.

When you reach the ruins, traverse along the ledge as illustrated here to avoid detection. Once at the end of the ledge, quickly climb up and run to the pillar at the very end. In the event that a guard sees enough of Kenway to warrant further investigation (which can happen on occasion), you can either wait and perform a corner assassination from this position, or continue running to reach the climbing position detailed in entry .

There is a Scout walking an anticlockwise patrol when you reach the west side of the ruins. Wait until he faces away, then follow the route shown here to reach the Viewpoint. Synchronize, then face Hornigold below and perform an air assassination.

Memory 03 "The Observatory"

Mission Overview

Optional Objectives

- Incapacitate all Guardians while unarmed.
- Incapacitate five Guardians from Stalking Zones.

Notes & Further Reading

- This is the start of a three Memory chain (and, moreover, a visit to the present day) where it is not possible to free roam.
- Your arrival at Long Bay marks the point at which every location in Assassin's Creed IV is now accessible via sailing or Fast Travel – and, therefore, you can potentially complete all collectible-based challenges. While this will be an implausible feat for most players (but for those who have already cleared available Animus Fragments and Treasure Chests elsewhere: we salute you), you can definitely complete the final Mayan Stela puzzles and claim your prize from Tulum later during Sequence 11.
- A full stock of Sleep Darts (and an ammunition capacity of at least 10 via a Dart Pouch upgrade) will reduce the difficulty of this mission considerably. You can loot incapacitated Guardians to replenish your stock as you clear each area.
- To make the process of returning to pick up collectibles a little more efficient when you revisit later, turn and head back down the beach to Synchronize with the Viewpoint before you venture along the jungle path at the start of the Memory. You can also find hutia on the beach which, if you have yet to hunt them, can be skinned to create the Smoke Bomb Pouch I upgrade.

Set sail for Long Bay, an entirely new location in the south of the map. This destination is a short sail from the Charlotte Naval Fort to the west. If you have yet to liberate that location, Anotto Bay to the east or Cabo de Cruz to the north are the convenient Fast Travel destinations. Once the Memory begins, ensure that you have selected unarmed combat if you intend to complete the related Optional Objective. When the path opens into a clearing as pictured here, enter the Stalking Zone on the slope to the right and use Eagle Vision to identify the first Guardian hidden in the undergrowth to the south. Hit him with a Sleeping Dart, then run over and knock him out; you can optionally flank and approach him from behind for an unarmed takedown if you wish.

Guardians

Long Bay features a unique type of opponent indigenous to this area: the Guardians. These assailants are defined by their propensity for hiding in Stalking Zones, and their ability to fire hugely damaging Blowpipe darts. That said, their close-range fighting skills are unremarkable – comparable to a standard soldier, and with no resistance to staple hand-to-hand techniques.

The Guardians behave in a distinct manner in the initial jungle areas of Long Bay. They crouch in Stalking Zones, practically invisible unless detected with Eagle Vision, and will periodically stand to briefly survey the area, slightly adjusting the position that they are facing in as they return to a crouching position. This latter point is important if you are to attempt to complete the second Optional Objective to incapacitate opponents from Stalking Zones: Guardians can see Kenway at close range if they are facing him. If they espy Kenway in the open, they will immediately hit him with a Blowpipe dart; at close range, they will then move in to engage him in combat. As their projectiles are enormously damaging, a cautious approach based on liberal use of Sleep Darts and advance planning is essential.

From the position of your first takedown, safely concealed in the Stalking Zone, turn to the northeast and activate Eagle Vision to identify the two Guardians shown here. As these are usually facing in Kenway's direction when you first arrive, use Sleep Darts to facilitate an easy approach, then knock them out before they awake.

There are two Guardians on the two (converging) paths to the south, but these will retreat shortly after you knock out the second of the two previous targets. Loot unconscious Guardians for potential ammunition, then continue to the next search zone.

When you enter the next clearing, move into the Stalking Zone on your right, then eliminate the three closest Guardians in the order shown here to clear the second zone.

There is a crocodile in the water, so use the free run course illustrated above to reach a wooden platform in the trees to the northwest.

As soon as you reach the platform, turn to the north and hit the distant sentry with a Sleep Dart. You can then safely approach and knock him out.

From your position on the platform, look to the north and west to find your next two targets. Start with the target to the west; from the wooden beams, you can perform an air knockout (much the same as an air assassination in execution, but with a marked reduction in fatal puncture wounds). Be careful as you cross the water to the second Guardian: there is a crocodile in this area.

Cross the water to reach a Stalking Zone to the east and identify (then pacify) the final target for this zone. Unless you already have two pieces in your inventory, it's worth your while to backtrack and kill two nearby crocodiles: their leather can be used to craft an upgrade for a weapon that becomes available during Sequence 11. When you are ready, follow the path to the east to emerge from the jungle.

Synchronize at the Viewpoint if you wish, then enter the cave to continue. In this next area, the Guardians move clearly in the open. You must neutralize all of them to progress.

At the top of the sloped path, enter the Stalking Zone to your left. If you have yet to do so, you should begin to make progress with the "Incapacitate five Guardians from Stalking Zones" Optional Objective here, starting with the target directly ahead. If you time your approach to wait until the patrolling Guardian moves away, you can neutralize him and his stationary companion in the same fashion before you continue south on the upper level.

Take out the Guardian sharpshooter, then cross the log bridge. On the opposite side, move carefully between the two Stalking Zones: there is another marksman patrolling on the opposite ledge.

Once you are in position, hit the Guardian on the opposite side of the gap with a Sleeping Dart before you cross to render him unconscious. Run along the tunnel and enter the Stalking Zone to the left.

The patrolling Guardian here presents another opportunity for an easy Stalking Zone takedown. Once he is unconscious, turn and enter the small area to the northwest, where a Guardian is sitting by a fire. Knock him out.

You now need to clear the lower level of the caves. The first Guardian on this level can be easily dispatched with a knockout blow delivered from above; you can optionally sneak into a Stalking Zone to perform the takedown if you prefer.

There are three more Guardians to the northwest: two stationary, and in close proximity, and a third patrolling further away. Use Sleep Darts to incapacitate the pair when the patrolling Guardian moves away, and you can knock them out before moving into a Stalking Zone for the final assault.

Backtrack to the very south of the cave and return to the upper level, then enter the tunnel shown here. This leads to the exit of the caves zone; the final Guardian that must be incapacitated can be found patrolling here.

When you emerge back into the jungle, head west until you reach a path that curves around to the north. There is a Guardian in a Stalking Zone at the top of this slope.

Before you cross the water via the bough, hit the Guardian hidden on the opposite side with a Sleep Dart. After knocking him out, follow the path past the waterfall to reach the final search zone.

There are three Guardians outside the imposing and strangely anachronistic buildings: one patrolling on a walkthrough directly ahead when you arrive, and two to the southwest. Dispatch the former first, then climb up to the Viewpoint to Synchronize.

From your position far above, you can easily find this Guardian hidden in a Stalking Zone and knock him out with a flying leap. After you silence his final patrolling companion, Roberts and his crew will approach. Once the door is open, pick up the crate ( ) and follow as directed. When you arrive at the destination, move to the waypoint and press the same button again to drop the crate in the specified position.

After the cinematic, follow the route shown here to return to the upper level.

The path that you arrived by is sealed, so you'll need to climb to escape. Follow the route shown here. One jump requires a special climbing technique known as a Back Eject; follow the onscreen instructions to perform it.

Traverse to the small platform, then leap to the opening on the wall. You should then run through the cave until you reach a slope far above the beach. Walk into this to slide down, steering Kenway with . You should then approach the pirates on the beach. The remaining moments of this Memory are purely story-driven, so we'll leave you to discover the conclusion for yourself.

Present Day: Part Four

As with all other visits to the present day, the steps required to advance the narrative are entirely straightforward: it's all about enjoying the unfolding story. Note that you cannot leave this new floor during your stay (the elevator is inactive), though players seeking all hacking opportunities and collectibles can find a computer and sticky notes before they return to the Animus.

The solutions to the numerical hacking puzzles, should you need them, are 3-5-7-7 and 3-7-7-7.

Walkthrough

Sequence 11

PREVIOUSLY...

In a partnership that ostensibly respects the curious whims and caveats of Roberts alone, Kenway bides his time – and, for the most part, his tongue – as the pair boldly infiltrate a channel occupied by a Portuguese fleet to acquire a very particular cargo. Though exasperated with the Sage's propensity for casual murder, he assists his strange bedfellow in appropriating a cache of the mysterious crystal vials, as previously encountered in Havana and Tulum, accumulated by the Templars and each containing a measure of blood. This chain of events also leads to the capture of a Portuguese flagship: a redoubtable vessel that Roberts claims as his own.

Kenway and Roberts later reconvene to travel to the Observatory, but discover Benjamin Hornigold not far from their wake. At the behest of Roberts, Kenway engages his former pirate ally – now fully committed to the Templar cause – in a short but explosive battle, where Hornigold's manoeuvrable schooner is no match for a Jackdaw increasingly honed to match the pride of any crown fleet. Forced to run aground on Santanillas, Hornigold orders his men to fortify the area – but his warnings and threats count for naught, as Kenway effortlessly infiltrates the improvised perimeter to assassinate his former friend.

Roberts leads the Jackdaw and his Royal Fortune to Long Bay, where an indigenous tribe – which he names the Guardians – lie in wait to slaughter incautious explorers and aspirant settlers alike. With Kenway clearing the path, and Roberts and a small cadre of his crewmen trailing behind, they arrive at a ruined, overgrown, yet utterly fantastical structure... where Roberts almost nonchalantly guns down every man but Kenway at its threshold.

Inside, he at long last reveals the prize that the Observatory holds: a crystal skull that, with but a small measure of blood from any living man or woman, can project an audiovisual representation of their world as they experience it with their own senses. Kenway is astonished by this vision of a technology far beyond his comprehension... but his wonderment is his undoing, as Roberts bludgeons him to the water far below with a surprise blow.

Sealed inside the imposing structure by the departing Roberts, Kenway fashions an amazing escape, but suffers a grievous wound during a frantic slide back to the beach, where Roberts and his men await, and with the Jackdaw and its crew nowhere to be seen. Roberts regards him without sympathy, and announces his intentions to claim a bounty on the stricken pirate on his return to Kingston...

Memory 01 "To Suffer Without Dying"

Mission Overview

Optional Objectives

- Sabotage three alarm bells.
- Visit two old friends.

Notes & Further Reading

- Though stealth isn't necessary for this Memory, it's certainly advisable: enemies can attack in large numbers if the alarm is raised. Our walkthrough covers the two Optional Objectives, but the route it takes is broadly the least dangerous path to the waypoint. You should feel free to skip steps concerning nonessential tasks if you wish.

You have the option of making Kenway rattle his cage to assist in his rescue, but this isn't obligatory if you would prefer to watch events unfold naturally. Once you have full control, free run through the trees in the route shown in the accompanying screenshot to reach a cart full of hay.

Assassinate the guard when he moves close, then watch the Captain and the patrolling soldier. When both of them turn away, emerge and sabotage the alarm bell, then immediately move into the Stalking Zone. The stationary soldier may move to investigate; if so, assassinate him when he moves within range. If not, leave him be.

Move through the Stalking Zones close to the outer wall until you reach the position shown above. Wait until a guard approaches, then assassinate him.

Wait until the patrolling soldier walks away from the well, then move out of hiding and jump inside it. Carefully traverse around the inner ledge until you are just behind the stationary soldier then, after ensuring that his patrolling colleague isn't watching, tap to assassinate him. You can then leap out when it is safe to do so and position Kenway behind the crates. When the soldier returns, whistle to entice him to an ignominious end. Sabotage the alarm bell, then proceed via the Stalking Zones to reach the next position of note to the southeast.

The configuration of guards here lends itself to a very specific solution, though you are free to simply knock everyone out with the aid of Sleep Darts if you wish. Start by transferring to the Stalking Zone to the left, then assassinate the stationary guard there. Wait until the patrolling soldier reaches your position, then whistle to attract him for an easy kill. Return to your original Stalking Zone. When the second patrolling soldier turns away, wait until he begins to walk, then double assassinate the stationary pair. You can then sprint over and eliminate the final soldier before he turns.

If you have no desire to complete the Optional Objectives, you can climb straight up the scaffold to the east and skip to step . Otherwise, approach the cage marked on the screenshot and press when the prompt appears to hear Kenway deliver an elegiac farewell to the first of two "old friends" in this Memory.

You don't actually need to eliminate the guard standing in front of the hay-filled cart to sabotage the third bell: simply approach it carefully, just outside his field of vision, then tap and move back into the Stalking Zone. If he sees Kenway, simply wait until he approaches before you quietly assassinate him. Either way, you are now free to climb the scaffold for the final approach to the prison.

There is a troublesome Gunner with a hair-trigger above the main gate, so stay out of sight by the crates, and wait for the two soldiers to set off on their patrols. Though you can technically bypass him, it's prudent to disable the soldier walking along the sunken path towards the far end of his patrol to avoid later complications. At the corner, wait until the soldier walking the next wall section turns away, then double assassinate the two sentries and go back to the Stalking Zone. When their patrolling colleague returns to investigate, assassinate him as well. You should then follow the highlighted path to reach a rooftop. You may need to quickly move away from the edge to allay suspicion if a soldier spots Kenway during the approach.

Watch the guard below. When he moves away from the open doorway, perform a Leap of Faith into the pile of hay, then dash in through the entrance. When you reach the glowing door, quickly press to transfer to the prison interior before Kenway is detected. You can only open this door if he is anonymous: if you have an active alert, or a guard moving to investigate, you must deal with the situation before you can proceed.

Walk along the corridor until it turns to the right; press against the wall and lure the nearby guard over for a corner assassination. The large room beyond has three soldiers walking patrols. As there's no penalty for combat, it's more convenient just to dive in and defeat them. Before you continue, approach the cell highlighted here (directly to your right as you enter the room) and press to interact with a second "old friend" to complete the related Optional Objective.

Follow the linear path, dispatching guards as you reach them, until you reach the cells where Anne and Mary are held captive. Combat is inevitable here, but you can start by double assassinating the two Brutes. Ah Tabai will arrive to assist as you approach the cells. Interact with the door to trigger a cinematic. The final moments of this Memory are entirely story-focused. To avoid spoilers, we'll hold our peace.

Memory 02 "Delirium"

Mission Overview

This begins immediately after "To Suffer Without Dying". There are no Optional Objectives or noteworthy challenges for this narrative-focused Memory, and it's far more enjoyable to play it without any advance warning of what occurs.

Memory 03 "...Everything Is Permitted"

Mission Overview

Optional Objectives

- Use the Rope Dart to hang two guards.
- Use the Rope Dart to pull three guards.

Notes & Further Reading

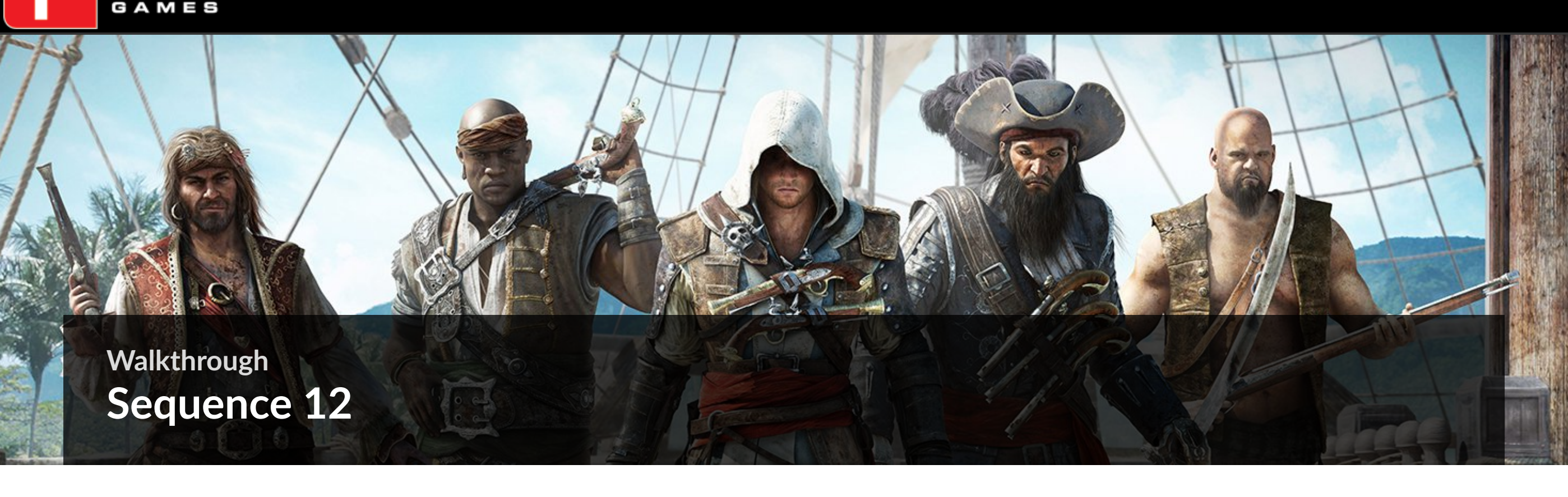
- You regain the Jackdaw and the ability to explore the Caribbean after "Delirium" ends, so there's no grand hurry to continue the main storyline if you would prefer to attend to other activities for a time.
- This mission unlocks the Rope Dart – the final major addition to Kenway's arsenal of attacking options. With crocodile leather and black jaguar pelts, you can expand Kenway's carrying capacity to 15 via crafting. This removes the one drawback to this powerful weapon.
- Note that you can also craft ammunition at any time by using bones collected while hunting. If you wish to complete the two Optional Objectives, it's a good idea to ensure that you have several bones in your inventory before you begin. As Rope Darts are an entirely uncommon spoil of looting, this gives you a little more flexibility to meet the requirements.

Once you are ready to begin, Fast Travel or set sail for Tulum on the west side of the map. Approach Adewalé at the waypoint and interact with him to start the Memory. When play resumes after the introduction, follow Ah Tabai until the conversation ends. Kenway must then assist the Assassins in repelling an attack on their settlement. Run through the waypoints until you reach a highlighted position in the trees. From here, use to highlight an enemy soldier below, then hold and in the opposite direction to hang them from the tree.

This is a short and action-packed mission once the fighting begins, with the primary challenge being to meet the Optional Objective requirements before you run out of targets. A second battle takes place when you reach the next waypoint. If you position Kenway in the trees above before the soldiers run in to attack, you can score another hanging kill. If you need more, you can simply sprint back to the upper area and repeat the same trick.

For the remaining section of the battle on the beach, you now only need focus on the "pull" Rope Dart attack. It's particularly efficient at knocking Captains and Brutes from their feet for quick kills. If you are missing a hanging kill to meet the other requirement, the branch shown here may lead to suitable opportunities.

Finally, make your way to the enemy ship. The Gunners on board may fire on Edward during the approach: be sure to hold to stealth swim if you see the distinctive target icon appear. Once you have hit the allotted total of 20 enemy soldier deaths, you only need to defeat the Captain to end the Memory. A Smoke Bomb in close proximity is sufficient to set up a quick and easy assassination finish.



Walkthrough

Sequence 12

PREVIOUSLY...

Freed from almost a year of imprisonment, Kenway assists Ah Tabai in saving Anne Bonny (an old acquaintance from Nassau) and Mary Read (an Assassin better known, of course, by her James Kidd alias) from a military prison. Mary, desperately sick after complications arising from her recent pregnancy – a gambit or coincidence shared by Anne, which had forestalled a trip to the gallows for both after their earlier arrest for piratical crimes – does not survive the escape.

After Ah Tabai departs with Anne, Kenway embarks on an indeterminate period of blind drunkenness, in which his crazed hallucinations and recriminatory dreams enable him, albeit obliquely, to come to terms with the tragedies and trials that his decisions have caused in recent years. He is discovered, ruinously hungover and sleeping rough, by Adewalé, who – in a brief and bittersweet encounter – returns the Jackdaw to its erstwhile captain, yet stands down as quartermaster having pledged his lot with the Assassins.

Acceding to Adewalé's request that he visit Tulum, Kenway arrives to find the Brotherhood weakened by attacks by Templars and their agents, the result of his actions under the guise of Duncan Walpole years before. After he helps to repel a further assault, Ah Tabai – intrigued, perhaps, by Kenway's evident sorrow and greater awareness – offers the Brotherhood's support in his search for Roberts.

Memory 01 "A Governor No Longer"

Mission Overview

Optional Objectives

- Kill the diplomat from a haystack.
- Kill Rogers from a bench.

Notes & Further Reading

- If you have yet to explore Île à Vache, you should do so now: as Sequence 12 begins with Kenway anchored just off its coast, it's a convenient time to visit.
- You may wish to try this Memory without our assistance on a first playthrough to get the full experience that its designers intended. It's perhaps a little too quick and easy once you have prior knowledge of where to position Kenway at key moments, as our walkthrough here distils all potential steps to a very clinical routine.

Sequence 12 begins with Kenway conversing with his new quartermaster as the Jackdaw sails in the southeast of the map. Kingston is the destination of the next story installment, so make your way there when you are ready. Speak to the Assassin at the marker to begin. Your first task is to locate an Italian diplomat in the search zone southeast of your start position. For an advantageous start, position Kenway between the Viewpoint and the general store, then use Eagle Vision to identify your target. With the diplomat marked, there is no need to follow him around. Simply move to the rooftops of the building shown here and keep your target in sight until he approaches along the main path from the east.

When the diplomat moves within 30 meters, jump onto the path and climb the ladder, as shown here. From the rooftop, perform a Leap of Faith into the hay pile in the small restricted area – and then bide your time. When your target arrives, you get a brief window of opportunity to assassinate him. Watch for the special onscreen prompt, then strike after the target's bodyguards move away. (As a point of interest, if you do not assassinate the diplomat here, he leads you on a tour of similar sites, with the same restrictions: a small period of time where an assassination is allowed.)

When play restarts after the cutscene, walk to the waypoint. Rogers will easily (not to mention quickly) recognize Kenway if you stand in plain sight. Turn left to walk behind the cover of the veranda and sit on the bench in the position shown here.

Watch to the left; you will see the target marker highlighting Rogers as he begins circulating among the guests. After no more than a minute, he will walk past Kenway's position. Perform the assassination when he is highlighted.

After the "white room" cinematic, decisive action will enable you to escape the area without a major fight. Immediately walk around the corner of the veranda (the direction that Rogers arrived from moments earlier), align the camera, then perform a running assassination on the soldier before he can identify Kenway; if you're feeling creative, a Berserk Dart would also suffice.

Sprint over the street to reach an alleyway between the two houses, dropping a Smoke Bomb to deter pursuit. You can then turn south, and run unimpeded until you exit the search zone. Return to the waypoint marker to conclude the Memory.

Memory 02 "Royal Misfortune"

Mission Overview

Optional Objectives

- Kill eight guards by destroying powder barrels.
- Use a Rope Dart to kill Roberts.

Notes & Further Reading

- A certain level of Jackdaw improvements are essential for this Memory. You should, at very least, have the Advanced Hull, Advanced Mortars and Reinforced Mortar Storage upgrades, or better. The improved hull will enable you to weather attacks, while the mortar is your best hope for a speedy resolution to an otherwise difficult naval engagement.
- You should definitely replenish your stocks of all ammunition types before you begin, particularly bullets, Rope Darts, Smoke Bombs and Blowpipe darts for Kenway, and mortar shells for the Jackdaw.

You cannot Fast Travel direct to Principe to begin this Memory, so either sail there or opt for another Fast Travel position – Tortuga is closest, though Great Inagua is safer. On arrival, jump into the sea and swim to the position marked on the accompanying screenshot, then conceal Kenway in the Stalking Zone.

Target the powder barrel shown here using free aiming, and wait until the large patrolling group moves within range. They will usually pause for a moment in this position. Shooting the keg will set off a chain reaction, usually killing five or six soldiers instantly. Other guards will immediately rush to the area. While it is possible to evade detection by moving back in the Stalking Zone, only eliminating guards who move close, it's probably a better idea to just leap out and wipe them all out in a fight: stealth is definitely not a priority in this Memory. As ever, liberal use of Smoke Bombs can turn the tide of this battle firmly in Kenway's favor.

We focus on the steps required to complete the first Optional Objective here. If you wish to head directly for Roberts, skip to step . Run behind the row of houses to reach a Stalking Zone in the distance; you may recognize this area from your earlier visit to Principe. When you enter the first Stalking Zone, eliminate the nearby Brute: this makes it easier to escape the area after your next action.

From the Stalking Zone, look to the northeast to have a clear free aiming shot on the powder barrel, then wait for the patrol to move inside the potential blast radius. After you open fire, stay hidden in the Stalking Zone and retrace your steps behind the houses to the slope leading to the upper area.

At this point, your only priority is to locate Roberts. From the top of the sloped path (which should be clear of enemies after the earlier explosion and following melee), sprint via the route shown here to reach your target. Though guards will run to engage Kenway, you can safely ignore them – or, in a pinch, drop a Smoke Bomb to deter pursuit. A checkpoint is triggered at the very moment that you cast eyes on Roberts after entering the stockade.

Roberts will leap onto his ship, which will sail away before Kenway can reach him. You must then fight his soldiers for approximately 10 seconds while you wait for the Jackdaw to move into position. Don't get too engaged in combat: time is of the essence here. It's better to position Kenway close to the tree that he will use to reach the Jackdaw, dropping Smoke Bombs to incapacitate assailants.

When the Jackdaw arrives, leap onto the closest yardarm and drop down to the platform. You can then jump to the nearby hook (, High Profile Button +) to rapidly descend to the deck. Run to the wheel and take control of the ship before the countdown expires.

As you set off, steer the Jackdaw to the right: you cannot follow the Royal Fortune directly at this stage. You can, however, begin to whittle away at the vessel's structural integrity with mortar barrages. The Royal Fortune will reply in kind as you move within range.

When you sail into the Royal Fortune's wake, try to steer the Jackdaw on the inside of the turn (to the right of Roberts' ship) to avoid fire barrels (which, where necessary, you can obviously destroy with the swivel guns). Meanwhile, alternate between chain shot and mortar fire to deplete its health bar. With a heavily upgraded Jackdaw, you may achieve this long before both vessels reach the open sea. As it is not possible to incapacitate the Fortune before a very specific point (you may note that its health remains fixed with a tiny remaining sliver of yellow), you can cease your mortar fire at this stage to conserve ammunition.

When the British ships arrive and open fire, ignore them: the Fortune is your only concern. Hit the vessel with any weapons you please until it is ripe for boarding, then move in close and do just that. As soon as Kenway releases the wheel, ride the lift directly ahead, then move into position to await a suitable alignment of the yardarms that will enable you to jump to the Fortune.

Make a careful approach to avoid being shot by the Gunner on the platform close to the position where Roberts stands below. While you can usually cross the ropes and eliminate him up close, it's better to just kill him as soon as you move within pistol range. You can now move to the position marked on the above screenshot. Select the Rope Darts, carefully ensure that Roberts is targeted on the deck below, then hold to kill him, completing both the second Optional Objective and the Memory.

Memory 03 "Tainted Blood"

Mission Overview

Optional Objectives

- Stay out of combat.
- Use two guards as a human shield.

Notes & Further Reading

- Replenish your stocks of ammunition if they are low after the previous Memory. Bullets, Sleep Darts and Smoke Bombs are particularly useful.
- If you have not acquired a new pistol set yet, this is probably an opportune moment to do so. See the Reference & Analysis chapter to learn more about your options before you commit to a purchase. We would also strongly recommend that you have at least two Pistol Holster upgrades and at least one Pistol Ammo Pouch upgrade.
- Havana is one giant Restricted Area for the duration of this Memory due to a curfew. Naturally, this is not a good time to hunt for collectibles or attempt to undertake other optional activities in the city.

Fast Travel to Havana, and – avoiding guard patrols – speak with the Assassin at the marker to begin. You should then follow the route shown here. The "Stay out of combat" Optional Objective does not become active until later in the Memory, but it's still a good idea to tranquilize Gunners and other elevated sentries with Sleep Darts before they notice Kenway. Your first such target is encountered as you approach the cathedral.

Free run to the north, along the rooftops, until you can see the Templar group standing at a back entrance to the cathedral, then use Eagle Vision to identify them.

Once the Templars begin walking, move back along the row of rooftops. As it's possible for Kenway to be spotted here, it makes sense to run ahead. Remember to stay within 40 meters of your targets.

The Templars will turn left as they leave the cathedral grounds. Ensure that you have them marked with Eagle Vision to enable Kenway to see them through solid surfaces, then wait above until they turn left once again.

El Tiburón will make his presence felt in a situation on the street below: don't be tempted to intervene in any way, and keep tailing your targets.

When you reach this position, a Captain will detach from the group to check a hiding spot. This is a good opportunity to run ahead and eliminate a Gunner on a nearby rooftop.

As soon as the previous Gunner has been disabled, continue on the path shown here to deal with another. It's prudent to hit him with a Sleep Dart for an easy approach.

You must now eliminate two enemies in fairly quick succession: a Scout directly ahead, and a Gunner on a low rooftop further along. Hitting both with Sleep Darts before you run in close to knock them out is the best strategy. Meanwhile, the Templar party will enter the fort. At this point, the Optional Objective to avoid combat becomes active.

Free run through the trees to reach the outer wall, then climb to the edge.

You have at least three guards to neutralize to maintain stealth during your approach for the assassination. Start by assassinating the Gunner close to the Viewpoint tower when his back is turned, then hit both Scouts shown here with Sleep Darts before running over to knock them out.

There is a Captain walking a long patrol around the edge of the upper level. If he is approaching, hit him with a Sleep Dart. You can then move out onto the rope above the inner courtyard. Ensure that the marked target is highlighted, then perform an air assassination. In the confrontation with El Tiburón that follows, you should note that he is effectively impervious to everything but pistol fire. For the first part of the fight, most players will wish to concentrate on the Optional Objective. While taking care to avoid the Spanish giant, focus on parrying attacks by his allies. When El Tiburón raises his pistol to take a shot, you can use one of the weaker soldiers as a human shield. Repeat this twice to satisfy the requirements.

When you are ready to put your assailant down, eliminate the guards and hit him with pistol shots. Other soldiers will run in to replace their fallen comrades after a short interval; make killing these a priority. If El Tiburón is poised to fire and you have no available human shield, you can either shoot the giant or drop a Smoke Bomb to interrupt the attack. If you need additional bullets, you can find them in crates dotted around the "arena". After the white room valediction, you must reach a waypoint in the far south of the city. The easiest way to achieve this is to run into the lift shown here and then dive from the east corner of the fort to the water below. From there, you can easily swim, submerging when required, to within 50 meters of the waypoint to the south. However, we would recommend that you attempt to fight your way there on land at least once: it's an exhilarating race, with more than a few surprises.

Memory 04 "Ever A Splinter"

Mission Overview

Optional Objectives

- Free seven Guardian hostages.
- Use the Observatory's defenses to kill four guards.

Notes & Further Reading

- Though you can naturally return to enjoy optional tasks and free roam in both the past and present after the closing credits, this Memory (and the linear chain of events that follow) takes you to the end of the main storyline. We mention this as a courtesy to players who might wish to complete a perfect 100% Synchronization score in a single playthrough.
- Be sure to replenish Kenway's ammunition stocks before you begin, with Sleep Darts a particular necessity for the first Optional Objective.

After assassinating Woodes Rogers at a party in Kingston, Kenway returns to Principe to track down Bartholomew Roberts. Though he attempts to escape, Roberts discovers that even his Royal Fortune is no match for the Jackdaw. As the decks of his mighty ship are bloodied during the boarding, Kenway strikes decisively. Roberts, stoic in death, congratulates his killer on his tenacity – but then, apropos of a strange purpose that isn't immediately clear, makes the dying wish that Kenway destroy his body to prevent it from falling into Templar hands.

Later, in Havana, Kenway tails Grandmaster Torres across the city to eliminate the Templar leader... only to find his victim is a dupe in a trap sprung by Templar enforcer El Tiburón. Though Kenway conquers the mighty Spaniard, who once humbled him effortlessly in their first confrontation so many moons before, he takes no pleasure in the death of a man he regards as a fellow soldier. When he receives word that Torres has travelled to Long Bay, hoping to claim the Observatory, Kenway sets sail in pursuit...

You cannot Fast Travel directly to Long Bay to begin this Memory, so pick a nearby shortcut and then approach the location from the north. There are two imposing men o' war to the west and east of the landing location, and you'll need to fight and incapacitate at least one to reach your destination: Long Bay is unavailable if you are in active combat. If you hug the coastline from the east or west, you can usually lure one of the vessels away, leaving its companion undisturbed and a clear path to land once the battle ends.

As you will remember this location well from your earlier visit (and, perhaps, subsequent journeys here to explore), you should have no problems with finding your way to the Observatory. Our walkthrough will focus only on the steps required to free the Guardian hostages for the first Optional Objective. On arrival at Long Bay, follow the linear sequence of waypoints through the jungle until you reach the beach before the caves. Use Eagle Vision to detect the soldiers close to the Viewpoint tower. Hit the soldier and the Gunner with Sleep Darts, then run forward to assassinate the Brute when he moves to investigate. You can then free the first group of Guardians and head for the caves.

Be cautious when you enter the caves: the second group of Guardian prisoners is in the area below when you reach the top of the sloped path, and there is a patrolling soldier who can easily detect Kenway. You only need to take out the Gunner to remove the immediate danger, so you might as well perform an air assassination on him, then kill his two soldier companions in open combat.

Further into the caves, there is a final group of four soldiers with three Guardian prisoners. From the Stalking Zone overlooking their position, hit the closest patrolling soldier with a Sleep Dart, then do the same with the two Gunners in the distance. You can then run in to eliminate the fourth target and free the captives.

With the Optional Objective satisfied, follow the waypoints to reach the Observatory entrance, then make your way to the first large cavern. When you come to the moving blocks in this position, quickly free run to reach the moving platform before it passes. Be ready to fight the Spanish soldiers when you arrive.

PREVIOUSLY...

You must now use the moving ledges to reach a platform on the far right. Start on the left-hand side, then move to the next ledge in line whenever your current ledge reaches its highest point.

When the camera is realigned to highlight a free run course, jump over to the beam. From here, leap to the illuminated platform above the doorway far below. After Kenway lands, run to the waypoint.

To complete the second Optional Objective, you must use the Observatory's defenses – specifically, the bright "disintegration fields" – to kill four soldiers. To accomplish this, use the throw move: press to counter an attack, then tap again while simultaneously directing the throw towards an active security field with .

Use the moving platforms to reach a ledge to the left of the area where Torres stands. After Kenway plummets to a lower level, swing on the bars until the final bar in the line provides access to a ledge on the wall.

In the accompanying screenshot, we mark the direction in which Kenway needs to move and the locations where the Observatory's security fields regularly activate. Stop just before these and wait until they are shut off before you traverse to a position close to the next beam. After the third and final instance (a daring lunge to the right), climb up to the platform above.

Jump to the second of the two moving pillars, then leap to the ledges above when they are within range. Traverse to the left and climb to the beam above. Watch Torres carefully. When the "disintegration field" above his head is inactive and Kenway is within range, perform an air assassination.

Epilogue

Both the past and present strands of the Assassin's Creed IV storyline end with events that are entirely focused on concluding the parallel narratives, and require no guidance to enjoy. You will find, however, that there are still plenty of places to explore, activities to engage in and secrets to find.

After the final visit to the present day, you can officially move freely through all previous areas of the Abstergo Entertainment office to collect remaining sticky notes and hack computers for fascinating files.

In the past, we'll wager that you will still have countless hours of entertainment to enjoy as you travel the Caribbean map in search of new adventures. Turn to the Charts & Collectibles section of the Side Quests chapter for assistance in setting a course to fresh challenges.

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The Story So Far

Assassins Creed

Introduction

Before we leap into the life of Edward Kenway in Assassin's Creed IV, we begin by revisiting the events of previous installments in the series. This short chapter offers concise recaps for all core episodes of the Assassin's Creed story to date, with additional insights into key events and concepts that may – or, of course, may not – inform narrative developments in Black Flag.

Present

Desmond (and, foreground, the Animus) in the Abstergo laboratory.

September, 2012:Desmond Miles, a New-York-based bartender, is kidnapped by agents employed by Abstergo, a multinational corporation. Held captive within a secure facility, he is forced by scientist Warren Vidic to interact with the **Animus** – ostensibly a virtual reality machine but, in truth, so much more than that. This astonishing technology enables Desmond to experience and explore events in the life of a direct-line ancestor during the Third Crusade: Altaïr Ibn-La'Ahad, a member of the **Assassin Brotherhood**.

PAST

Altaïr clashes with Templar soldiers.

1191: Savagely castigated, stripped of rank and subjected to a mock execution as a punishment for his arrogance and disregard for Brotherhood tenets, the disgraced Assassin Altaïr is offered a chance of redemption: inflict a grievous blow to **Templar** power by assassinating a sequence of nine senior Order officials. The dying words of his final target reveal the existence of a tenth conspirator. This is none other than Al Mualim, de facto leader ("Mentor") of the Assassin Brotherhood… and the architect of Altaïr's quest.

Altaïr returns to the Brotherhood stronghold at Masyaf to find most of its populace enslaved by Al Mualim via the fantastical powers of an object known as a **Piece of Eden**. Though the Assassin is broadly immune to its insidious mind control, he is assailed by otherworldly projections as he confronts the traitorous Mentor. After the death of Al Mualim, Altaïr watches on in wonder as the Piece of Eden transmits a holographic representation of Earth, adorned with a series of annotations that appear to highlight specific locations.

Present

Desmond acquires Eagle Vision, and learns a few irreparable truths.

As the Piece of Eden reveals the projection, Desmond's session within the Animus is abruptly curtailed by Warren Vidic. The Abstergo corporation, now clearly identified as a front for the contemporary Templar Order, has the information that it requires: the potential locations of other Pieces of Eden. Only the intervention of Vidic's assistant, the Assassin double-agent Lucy Stillman, persuades the Templar scientist to delay the planned execution of Desmond. She opines (quite correctly, as it transpires) that his lineage may yet lead to further discoveries.

Shortly thereafter, Desmond experiences the power of the "**Bleeding Effect**" for the first time – a process whereby a subject interacting with the Animus assimilates memories and capabilities of his or her ancestors. This unlocks the innate power of Eagle Vision (a capability shared by Altaïr), which enables Desmond to discover cryptic messages left by a prior Abstergo test subject – and, by the appearance of the scrawl, written in blood…

Key Concepts & Developments

ANIMUS: Assassin's Creed introduces the (alas, fictional) capacity of human DNA to record "genetic memories". Each time DNA is passed on, the sum of a progenitor's experiences – up to moments before conception for men, and before birth for women – is transferred to the resultant offspring. Each generation of humans, therefore, is a biological archive of the experiences of former generations. The Animus technology isolates, decodes, and simulates these ancestral memories in a virtual representation of extraordinary fidelity.

Bleeding Effect: There are two complications to Animus use. Firstly, the user must maintain "Synchronization" by respecting and maintaining the natural sequence of events in the life of the ancestor in question. Failure to do so leads to a break ("Desynchronization") in the simulation. They must also be mindful of the Bleeding Effect: a phenomenon that enables certain users to acquire proficiencies exhibited by their forebears, but may also lead to hallucinations and, in time, irrevocable mental deterioration.

Pieces of Eden: In this debut tale, we learn that fantastical devices known as Pieces of Eden have been sought and fought over for centuries. Al Mualim reveals that Pieces of Eden – and a secret, "true" sequence of events – lie behind many pivotal moments and developments in human history. His intention was to engender peace by using the device to fetter the minds of his subjects on a regional level. The contemporary Templars plan to locate a Piece of Eden and launch the device into orbit to exert such control on a global scale.

Templar Order: The Templars fight for peace and stability through political and social machinations – and, ultimately, the enforced surrender of true self-determination via the power of Pieces of Eden and associated technologies. Though individual agents may be corrupt, cruel or venal, it would be simplistic (indeed, erroneous) to characterize the Order as necessarily "evil". They aspire to act as the custodians of humanity, and believe that the sacrifice of a little liberty could enable them to preside over a world without war or want.

Assassin Brotherhood: Agents of the Assassin Brotherhood are sworn to preserve free will, and to defend this liberty with their very lives. The core message of their creed – "Nothing is true; everything is permitted" – advocates the right of every individual to act of their own volition. The Brotherhood has fought a long war against the Templars.

Desmond Miles: Despite his early show of bewilderment in captivity, we learn that Desmond Miles is a former member of the modern-day Brotherhood, having fled the organization at age 16. In a piece of trivia that many fans of the series may have forgotten, Desmond reveals how he was caught by the Templars in this debut episode. It transpires that, after years of successfully living "off the grid", he applied for a motorcycle license. This act united a fingerprint with a picture within a database – and the rest, as they say…

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The Story So Far

Assassins Creed II

Present

Desmond, Lucy, Shaun and Rebecca in the Assassin safe house.

September, 2012: Desmond escapes the Abstergo facility with the assistance of Lucy Stillman. They join two Assassin allies at a safe house: academic Shaun Hastings and Animus specialist Rebecca Crane. With Lucy assuming command of this small Brotherhood cell, Desmond's task is to relive events in the life of Ezio Auditore da Firenze, an Italian ancestor from the Renaissance era. Lucy believes that Ezio's life will reveal information that will benefit the Assassins, but also enable Desmond to exploit the Bleeding Effect to obtain years of Brotherhood training within mere days.

PAST

Ezio Auditore prior to his life as an Assassin.

1459-1499: Charming and capable, yet decidedly callow, the young Ezio Auditore's life of leisure as the son of a nobleman is abruptly curtailed when Templar machinations cause his father and brothers to be executed for treason. After learning of his Assassin heritage and claiming his father's robes and accoutrements, he spirits his mother and sister out of Florence to seek refuge with his uncle, Mario Auditore, in the small settlement of Monteriggioni.

Determined to exact revenge on the authors of the attack upon his family, Ezio is drawn into the aeonian conflict between the Assassin and Templar factions. Trained in the art of combat by his uncle, and assisted by a growing band of allies, Ezio identifies Rodrigo Borgia as the man behind the politically motivated murders that drove the surviving Auditores from Florence – and, moreover, a far broader web of Templar deceit. Ezio eventually confronts Borgia in the Sistine Chapel for the right to open the secret chamber that lies beneath it. Inside, he encounters an ethereal projection of a woman who introduces herself as **Minerva**. Dismissing the Assassin's questions and utter incomprehension, she instead speaks directly to Desmond – even referring to him by name – and warns of an imminent "**Catastrophe**" that could destroy all life on Earth. She explains that this cataclysm occurred once before, annihilating her kind – the **First Civilization** – many thousands of years ago.

PRESENT

"Who is this Desmond?" – a perplexed Ezio makes little sense of Minerva's message.

End of September, 2012: After Minerva's address, Desmond emerges from the Animus to discover that Warren Vidic and Templar agents have arrived to recapture their erstwhile assets. Demonstrating combat skills acquired via the Bleeding Effect, Desmond fights to repel the attack.

Key Concepts & Developments

First Civilization: Also referred to as "Those Who Came Before" (and, among Templars in later episodes, as "Precursors" or "the Precursor Race"), the First Civilization was an advanced species that became extinct tens of thousands of years ago. Humans, we learn, were their genetically engineered slaves, governed by devices that would later be exhumed and exploited as Pieces of Eden.

Catastrophe: Though the precise nature of the cataclysmic event isn't specified at this stage in the story, it is made abundantly clear that the First Civilization was extinguished by a disaster of global proportions – an event that coincided with a rebellion by their human creations. Small pockets of First Civilization survivors attempted to rebuild, but their numbers were too few; with a certain irony, their human creations proved more robust, and supplanted their former masters. Over time, erosion and vegetation removed any meaningful trace of the First Civilization's existence.

Minerva: Minerva warns Desmond of an imminent repeat of the Catastrophe that reduced her society to mere relics and indirect whispers from a forgotten era. She claims that her people had been developing a solution, a method of salvation. Though the Catastrophe effectively annihilated her race before the work could be completed, she believes that Desmond can locate the fruits of their labors, concealed in secret locations around the world – and that humanity might avert the apocalypse that destroyed its creators.

Subject 16: Hidden as a reward for dedicated players (especially those with an appetite for hidden collectibles), Assassin's Creed II begins to develop the identity and backstory of the individual responsible for the visceral graffiti witnessed during the arresting cliffhanger ending of Assassin's Creed. Subject 16, Desmond's predecessor in the Abstergo laboratory, committed suicide after the Bleeding Effect caused him to experience the agony of multiple overlapping personalities. However, prior to the creation of his grizzly (and quite literally) self-penned epitaph, the tortured Assassin hacked into the Animus to upload a wealth of information. His cryptic puzzles and messages serve to underline the mutability of history, implicating Templar use of First Civilization technology – and Assassin intervention – during major events in thousands of years of human civilization.

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The Story So Far

Assassins Creed Brotherhood

Present

Rebecca makes preparations as Desmond waits for the Animus to be activated.

Early October, 2012: The fugitive Assassin cell of Desmond, Lucy, Rebecca and Shaun travels to Monteriggioni, where they set up a new base of operations in the secret basement of the derelict former Auditore mansion. Desmond returns to the life of Ezio, seeking clues as to where the Apple of Eden held by his ancestor might be found.

PAST

Ezio and the Apple of Eden.

1500-1507: After escaping Rome, Ezio returns to Monteriggioni with the Apple of Eden. An attack on the town by an army under the command of Cesare Borgia, son of Rodrigo, leads to the death of Mario Auditore and the loss of the First Civilization artifact.

Ezio pursues a vendetta against his Borgia enemies as he works tirelessly to retrieve the Apple of Eden. Rodrigo is killed by Cesare during an attempt to poison his over-ambitious scion. Cesare, it transpires, wishes to forge and rule over an empire, rather than settle for the traditionally oblique forms of power and prestige favored by wiser Templars. His aspirations count for naught in the climactic showdown with the inexorable Ezio, however: the master Assassin contemptuously hurls him to his death from the battlements when they clash in Viana. Having wrested the device from the Templars once again, Ezio chooses to secure the Apple of Eden in a First Civilization temple hidden beneath the Colosseum.

Present

Juno addresses Desmond as he seeks the First Civilization artifact.

October 10, 2012: As soon as Desmond learns the location of the Apple, the Assassins travel there to discover a Temple of **Juno**, another member of the First Civilization. Juno speaks to Desmond – her voice and ghostly form apparent to him alone – as he and his companions seek to retrieve the Apple of Eden. The Apple is "activated" once Desmond lays his hands on it. The device takes control of the Assassin and compels him, ostensibly at Juno's behest, to fatally stab **Lucy Stillman** – who, Juno alludes, is a Templar spy. The Assassin collapses. In a state of deep shock, he hears voices argue over returning him to the Animus before he slips into unconsciousness.

Key Concepts & Developments

Juno was a contemporary of Minerva at the time of the original Catastrophe. Whereas Minerva appears to regard humanity as wayward children, Juno is resolutely unsentimental – indeed, actively resentful – in her assessment of the species created by her erstwhile ilk. When Desmond enters the vault where Ezio hid the Apple at the end of Brotherhood, Juno reveals that the Catastrophe was so powerful that the few First Civilization members who survived knew that they were doomed. Researching ways to perpetuate their race, they attempted to interbreed with mankind, or at least splice their own genetic code into human DNA. It is this information that offers an explanation for Desmond's abilities: his remarkable lineage has caused him to possess an unusually high concentration of First Civilization genes.

The appearance of icons known as the Phrygian Cap (also called the Liberty Cap, signifying freedom) and Eye of Providence (representing God watching over his subjects from the heavens) during Desmond's meeting with Juno foreshadows the setting for Assassin's Creed III. Both appear on the Great Seal of the United States.

Though not officially confirmed until Revelations (despite hints from both Subject 16 and Juno), **Lucy Stillman** defected to the Templar cause before the capture of Desmond. Though raised as an Assassin, her experiences while infiltrating the Animus project at Abstergo convinced her to switch allegiance. Working directly with Warren Vidic, she engineered Desmond's escape from Abstergo's Italian facility, was complicit in the "attack" on the safe house at the conclusion of Assassin's Creed II (a diversion that enabled her to leave information for Vidic to collect when the Assassins fled), and had been instructed to steal or seize the Apple of Eden to return it to the Templars.

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The Story So Far

Assassins Creed Revelations

Present

Desmond is startled by the appearance of Subject 16 inside the Animus.

October, 2012: Believing Desmond's condition to be a consequence of the Bleeding Effect, his Assassin companions place him in a special Animus program in an attempt to forestall further deterioration of his mental state. As his body is transported from Italy to a new destination by his new unit supervisor, William, Desmond "wakes up" in an unfamiliar environment. To his surprise, he meets Abstergo's previous Brotherhood captive, **Subject 16**, digitally realized and fully cognizant in virtual form. Sixteen explains that Desmond's mind has been fragmented by the experience of reliving the lives of Ezio and Altaïr, and reveals that he can recover by completing unresolved ancestral memories. Desmond then resumes his journey through Ezio's life.

PAST

Ezio and the skeletal remains of Altaïr inside the Masyaf vault.

1510-1512: Still puzzled by the revelations he had witnessed yet failed to comprehend after his encounter with Minerva beneath the Sistine Chapel, Ezio travels to Masyaf to investigate a secret library created by his predecessor, Altaïr. To gain entrance to the library, Ezio must find five unique **keys** to fit the openings on its imposing doorway. Despite Templar interference (and the scheming of Prince Ahmet of Constantinople, who believes that First Civilization technology could enable him to preside with benevolence over a world free of racial or religious intolerance), Ezio obtains each key in turn. On examining each of these First Civilization devices, he has lucid "waking dreams" where he experiences events from Altaïr's later life.

When Ezio finally opens the secret library beneath Masyaf he finds not books, but a tomb: inside lies Altaïr's skeletal remains and his Apple of Eden. The device bursts into life, using Ezio (now reconciled with his role as a Brotherhood "prophet") as the conduit for a message intended for Desmond.

Present

Desmond awakes from the Animus: "I know what we need to do."

As Altaïr's Apple activates in the secret library, Desmond is addressed by **Tinia** – the third member of the First Civilization triumvirate along with Minerva and Juno. He relates to Desmond how his people had tried but failed to survive the great Catastrophe revealed at the close of Assassin's Creed II. Resigned to their fate, Tinia and his colleagues chose to transmit their collective knowledge to a single underground vault – known as the Grand Temple – located in what is now the state of New York. Tinia informs Desmond that answers to his questions, and the potential salvation of mankind, can be found inside.

Meanwhile, outside the Animus, the Assassins land in the state of New York. Oblivious to Desmond's travails within the Animus, they are astonished when he begins to regain consciousness. After taking a moment to consider **William**, revealed to be his father, Desmond experiences a strange connection with the nearby Apple of Eden. It pulses in response as the Assassins arrive at the long-sealed surface entrance to the Grand Temple.

Key Concepts & Developments

Tinia explains the true nature of the Catastrophe: a gigantic solar flare (or "coronal mass ejection"). We can safely speculate that the effects of this event triggered a cascade of other disasters on Earth, particularly volcanic activity, which led to widespread famine.

Subject 16: Players who delved into the deepest recesses of Revelations (and its single-player DLC pack, The Lost Archive) could learn the true story of Subject 16 – real name Clay Kaczmarek. His capture by Abstergo was a ruse: a plan devised by William Miles to gain more information on the Animus project and a better understanding of Templar intentions. Clay was to pose as an unwitting captive, gain first-hand experience in the Animus, then escape with the assistance of Lucy Stillman. Forced to comply with a punishing schedule, Subject 16 began to suffer from the Bleeding Effect. At this point, he came into contact with Juno, who revealed Lucy's treachery, and told Clay that his death was assured… and then convinced him to sacrifice himself to assist the Assassin who would take his place. We can presume, with hindsight, that it was also Juno who instructed him on how to upload his personality into the Animus memory core – a feat that foreshadows an important development in Assassin's Creed III.

William Miles: William is Desmond's father. He raised his son in a secret Assassin community known as The Farm. A senior member of the modern-day Brotherhood, William has the role of supervising Assassin cell structures operating throughout the world. Following the death of Lucy Stillman and Desmond's collapse after the encounter with Juno, William arrives to assume direct control of his son's unit.

Keys: The five "keys" that Ezio uses to open Altaïr's final resting place are actually First Civilization devices designed to capture memories from the user, which can then be experienced again in full detail at a later date – and, more pertinently, by another person. As this process appears similar (or perhaps directly related) to the Animus technology, this is the first suggestion that genetic memories might one day be freely shared with no constraints based on bloodlines – or, for that matter, complications such as the Bleeding Effect.

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The Story So Far

Assassins Creed III

Present

The Grand Temple entrance.

October 30, 2012: Desmond and his colleagues enter the Grand Temple, using the Piece of Eden retrieved from Rome to open the long-sealed underground complex. As they arrive at the main chamber, the awaiting (though incorporeal) Juno exhorts Desmond to find a "key", and triggers a reaction in him that reveals glimpses from the life of a new ancestor, Haytham Kenway. Placed into the Animus, Desmond learns that Haytham obtained a First Civilization device (by appearances, an amulet) in London, then embarked on a voyage to the New World. This object is required to unlock the closed inner chamber of the Grand Temple, and so Desmond delves further into the life of his British ancestor.

PAST

Connor and Haytham Kenway during their brief and uneasy truce.

1753-1760: On arrival in Boston, Haytham assembles a cadre of loyal men to assist in his search for the Grand Temple. Though he successfully locates the correct entrance, he fails to open it, then departs after dismissing it as a dead-end. While resolving to search elsewhere for the First Civilization site, Haytham also begins to establish the foundations of a cohesive power base for his organization in the New World. In a twist, we then learn that despite his early training as an Assassin, and continued use of the iconic Hidden Blades, Haytham is actually a Templar. Haytham shares a brief and passionate relationship with a Native American. Unbeknownst to Haytham, their union bears a child. From Desmond's perspective, his focus shifts to this child: Ratonhnhaké:ton.

1760-1784: In an encounter with Juno during a rite of passage that involves a First Civilization artifact, the teenage Ratonhnhaké:ton is directed to become an Assassin. He meets with Achilles: the sole survivor of a Templar campaign, directed by Haytham Kenway, that practically eliminated the Brotherhood presence in the embryonic United States. Though reluctant at first, the old Assassin agrees to train the boy. He also persuades him to take the name Connor.

Joining forces with new allies, Connor gradually eliminates the Templars loyal to his father and revives the Brotherhood during the events of the American Revolution. Connor's activities and a chance alignment of interests leads to a brief alliance with Haytham, but their irreconcilable differences ultimately lead to a fight to the death. After assassinating the final Templar from his father's original group, a disillusioned Connor claims the First Civilization amulet. Juno instructs him to hide it in a place where no one could hope to find it.

Present

"You played your part well, Desmond. But now… now it's time that I play mine."

December 21, 2012: Desmond immediately retrieves the amulet hidden by his forebear. After the Grand Temple's inner chamber has been unlocked, Juno informs Desmond that she possesses the means to save the world from the imminent cataclysm – though this process will cause his death… and her rebirth.

While Minerva and other First Civilization scientists and leaders sought to avert the previous Catastrophe, we learn that Juno regarded the chaos and confusion as an opportunity to seize power and conquer the world, not to save it. When her betrayal was revealed, she and her co-conspirators were condemned to death, their bodies interned in the final sealing of the Grand Temple – but Juno survived. After transferring her consciousness to the Grand Temple with a "transcendence" technology developed as a potential method of surviving the Catastrophe, Juno plotted for thousands of years, subtly directing events in human history to reach the point where Desmond stands before her, mere seconds away from the cataclysm.

Accepting Juno's offer, Desmond learns, almost certainly leads to a future where the First Civilization entity enslaves mankind. The alternative, however, is to allow the Catastrophe to kill billions. With the weight of the immediate consequences at the forefront of his mind, Desmond chooses to comply with Juno's wishes. As the other Assassins retreat from the Grand Temple, Desmond lays his hand on the First Civilization pedestal that acts as a biometric key. He dies almost instantly, his arm consumed by fire – and, simultaneously, the escalating apocalyptic effects of the heightened solar activity are seen to dramatically subside.

Key Concepts & Developments

Assassin's Creed III reveals much more about the identity and history of Juno, all of which serves to cement her role as the primary antagonist of the series to date. We learn that she has existed for approximately 80,000 years as a digital being, her body long decayed but her consciousness maintained inside the First Civilization computers at the heart of the Grand Temple. Her subtle influence on events in human history, exerted whenever or wherever appropriate First Civilization technology is circulated, has shaped the events of the Assassin's Creed story.

Juno enacted a plan of incomprehensible complexity to deliver Desmond to her at a calculated moment. It is implied that she delayed his arrival at the Grand Temple until just before the Catastrophe was due to strike – and not earlier, as Minerva and Tinia had originally intended. As established in previous episodes, the Assassin was unique in that he existed at a nexus of several important bloodlines that caused him to possess a high concentration of First Civilization DNA. Juno had the means to avert the imminent Catastrophe at any time (the technology and machinery had been completed over aeons with automated processes), but used it as leverage to force Desmond to lay his hand on the biometric pedestal – enabling her to transfer her consciousness into global communications networks.

What else can be said of Juno? Minerva's eleventh-hour intervention at the conclusion of Assassin's Creed III speaks volumes: she exhorts Desmond to opt for global apocalypse in preference to Juno's release. It's clear that Juno regards contemporary humans as being fit only to resume their existence as the slaves they were originally designed to be. We also learn that she still mourns the death of her husband, Aita, who died when one of the many experiments conducted to either avert or simply survive the Catastrophe went awry.

In addition to the passing of Desmond, Assassin's Creed III also features the death of series stalwart Warren Vidic: he is shot and killed by an Abstergo security guard influenced by Desmond's Piece of Eden.

After the closing credits of Assassin's Creed III, there is an abrupt shift in point of view. We hear an Abstergo technician working to interpret, disassemble and upload Desmond's genetic data to "the Cloud". This cryptic postscript is where our story recap ends – and Assassin's Creed IV begins…

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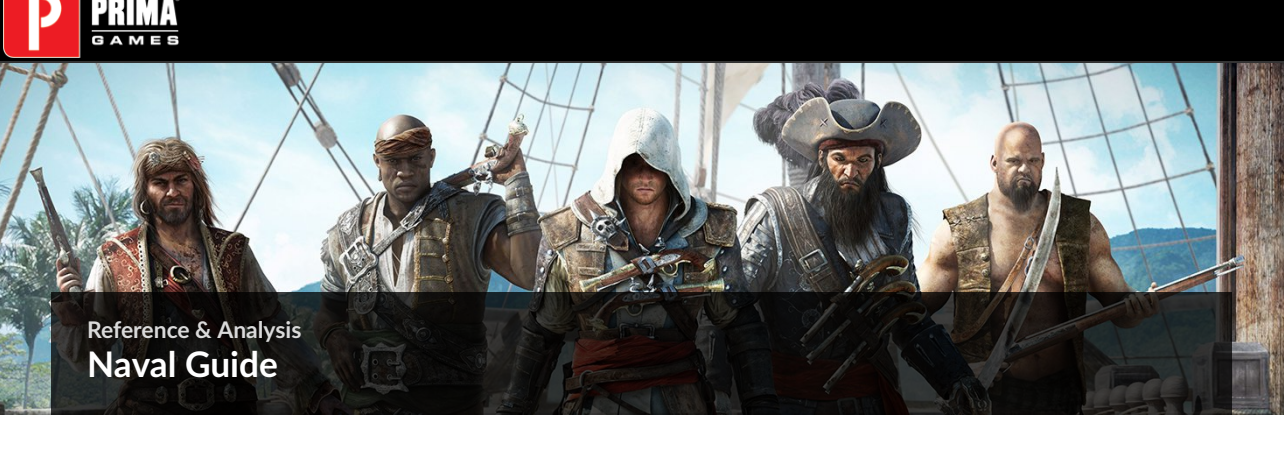

Reference & Analysis

Naval Guide

SPOILER WARNING: We suggest that you delay your use of this chapter until you have reached Sequence 03 in the main storyline. Any challenges that Kenway faces before that stage are covered by the advice and instructions we offer in the Primer, or the appropriate sections of the Walkthrough chapter.

In this chapter we offer an advanced guide to the naval concepts, and take a more in-depth look at many of the systems that lie beneath the surface of the Assassin's Creed IV experience. We also offer a breakdown of the steps required to obtain all Achievements/Trophies for players looking to master the entire game.

In this section we offer a variety of valuable explanations, tips and insights that will enable you to act as a more effective captain. For a comprehensive guide to locations throughout the Caribbean, see the Charts & Collectibles section.

Naval Primer

Health Bar

The yellow meter in the top-left corner of the screen represents the Jackdaw's structural integrity, divided into three segments. Collisions, enemy gunfire and the effects of stormy weather (more specifically, rogue waves and waterspouts) will all result in damage that will cause this meter to shrink. Though the Jackdaw's health bar cannot be refilled during active combat, partially depleted segments will regenerate outside battles. Missing segments can be replenished by paying for an overhaul at a harbormaster, or – more commonly – by stripping an enemy vessel before scuttling her to repair the Jackdaw after a successful boarding.

Crew Meter

The white meter below the health bar corresponds to the size of the Jackdaw's crew. Your crew is an essential resource that increases your overall strength and efficiency while boarding enemy ships, and upgrades to the Jackdaw's capacity are necessary in order to engage larger vessels. Maintaining a large crew at all times is an important part of your role as a captain.

Wanted Meter

Sword icons ( ) reveal how high your current Wanted level is, with the number determining the strength of the Pirate Hunters who will pursue and engage the Jackdaw to claim the bounty.

Audio Cues

Comments made by your crew (particularly your quartermaster) offer important information on pertinent events, including weather conditions, nearby cargo and survivors, opportune moments to brace to reduce damage, and strident warnings on potential collisions. They will even offer tactical advice during combat, such as notifying you when a brig is preparing to ram the Jackdaw. Listening to your crew provides vital information, and is much more than an ambient soundscape. Even when your attention is arrested by a specific target, your crew always has a full 360-degree view of the dangers surrounding the vessel.

Sailing Speed

You can increase your ship's speed with , and reduce it with . Moving at **Full Sail**

( ) makes your vessel faster, but at the cost of reduced maneuverability. Sailing at **Half Sail** ( ) is slower, but enables you to steer the Jackdaw more efficiently. Your speed is also determined by the direction of the wind, which is represented by a long, thin arrow on the mini-map. Strong winds will push you in the prevailing direction of the gust, and make it very hard to steer into the wind at full sail. To counteract the effects of temporary gales, call for half sail. If speed is of the essence, alternating between the two movement speeds can offer a compromise of maneuverability and forward momentum.

While roaming the seas, it usually makes sense to navigate at the fastest possible pace, called "Travel Speed". This Animus-assisted feature enables you to reduce journey times significantly, but disables the onscreen display and the majority of ship functions (though you should note that you can still pick up crew and cargo with when they are within range). Travel Speed is deactivated automatically if the Jackdaw is on course for an imminent collision, and is often disabled entirely in heavy storms or combat, and during certain missions and side quests.

Waves and Weather

Harsh weather conditions lead to mighty waves, which makes the process of both sailing and combat much more complicated. With waves potentially breaking your field of vision and the path of targeting lines, you'll need to adjust the curve of your shots with while aiming. During storms, you will occasionally encounter huge rogue waves. The only way to negotiate these without incurring damage to the Jackdaw and the loss of crew members swept overboard is to steer directly into them, and brace just before they strike.

Another hazard is waterspouts, which are marked by an orange circle on your mini-map. Make sure you steer well away from these, or the Jackdaw may sustain severe damage. If you are pulled inside their area of effect, slow down to half sail to improve your ability to maneuver; brace to reduce damage if the Jackdaw is pulled into the center.

Other ships can sustain damage during adverse weather conditions as well, and may sink during more extreme storms. In such instances, the cargo and crew dropped by vessels traveling to the depths is often worth the risk of a detour.

If you pay close attention, it's possible to spot storm fronts in the distance by noting the presence of a "thunderhead" in the skies. This may enable you to pick an alternative route to skirt the borders of the storm, or perhaps Fast Travel to your destination instead.

Naval Controls

Xbox 360 & Xbox One	PS3 & PS4	Wii U	Standardized Term	Summary
				Used to steer the ship.
				Used to control the game camera.
				Used to change or mute shanties.
				Used to increase the speed of the ship.
				Used to decrease the speed of the ship.
				Brace: Kenway and his crew take cover from enemy gunfire or hang tight to survive rogue waves and water spouts.
				Swivel Gun: Hold to aim, release to fire.
	(PS3) (PS4)		High Profile Button	Fire Cannons: The cannons used depends on the camera's direction – broadsides (with the camera looking to either side), chase cannons (with the camera facing forwards), fire barrels (with the camera facing the rear of the ship).
	(PS3) (PS4)		Manual Aim Button	Targeting lines: Hold to focus, use to aim.
	(PS3) (PS4)		Collectibles Button	Spyglass: Hold the button, then look around with , zoom with , and mark targets with .
	(PS3) (PS4)		Reload Button	Mortar: Hold the button, then aim with , fire with High Profile Button.
				Center the game camera to face the front of the Jackdaw.

The Spyglass

The spyglass is a phenomenally useful tool for surveying potential destinations, and acquiring information on ships that you encounter. Hold the Collectibles Button then look around with , and zoom in or out as required with . Whenever you point the spyglass at a ship within range a window will appear on your screen, revealing the following key facts:

- Its type and level (for example, Level 4 schooner). You can use this to assess if you can safely attack the ship. As a broad guideline, vessels that pose a significant danger to the Jackdaw will have their level displayed in red.
- The name of the vessel and its allegiance: British, Spanish, Portuguese, pirate or civilian.
- Details on what the ship is carrying. This can include ammunition, potentially three of five cargo types in variable quantities and, with much larger vessels or the lead ship in a convoy, a sum of reales. These are the rewards that you can gain by successfully boarding the ship.

"Tagging" Ships

In larger battles, it's very useful to "tag" the most dangerous enemy vessels. You can achieve this either by setting a Custom Marker on the in-game map, or by viewing them through the spyglass and pressing . A marked ship is highlighted at all times with the icon, both directly on your screen and on the mini-map. The icon remains on the main screen even if the target is obscured from your view or lies outside of your current field of vision. It is also accompanied by a distance measured in meters.

This greatly simplifies the process of always keeping track of the most threatening vessels in any given fleet, giving you a clear sense of their relative position and distance. You can use this knowledge to stay out of their range (particularly useful against frigates and men o' war) until you sink all smaller ships, or to ensure that you remain in a position that enables you to hit vessels with broadsides and mortar shots.

Mini-Map Legend

The Jackdaw	Wind Direction
Main Story Mission	
Ally	Wind Gust
Target	Floating Survivor
Destination	Floating Cargo
Enemy Vessel (the icon's tip corresponds to the ship's bow)	Waterspout
Boarding Opportunity	Rogue Wave

Weapons

Though the Jackdaw initially has few weapons and very limited firepower, you can gradually purchase new armaments and improve all aspects of your ship to transform it into a redoubtable floating fortress.

The Jackdaw's Weapons

Name	Icon	Usage Notes	Availability	Ammo	Range (m)
Broadside Cannons		**Round Shot:** Rotate the camera to either side of the Jackdaw, hold the Manual Aim Button to adjust the targeting lines and focus your shot, then fire with the High Profile Button. This will be your primary weapon in most battles, offering a solid damage output and aiming flexibility.	From the start	Unlimited	0-250
		Heavy Shot: This is used automatically instead of round shot when you fire broadsides without displaying the targeting lines (that is, "blind firing" without holding the Manual Aim Button). Heavy shot deals tremendous damage, but is only efficient at close range.Use it with a simple tap of the High Profile Button when you pass in close proximity to an enemy ship.	Must be purchased via the upgrades menu (900)	Limited	0-150
Swivel Gun		Used to hit at weak points revealed when damage is inflicted by other weapons. Hold to align the aiming reticle with the weak point, then release to fire. A staple tactic to increase damage output is to alternate between broadsides and swivel gun shots at exposed vulnerabilities while the cannons are reloaded.	From the start	Unlimited	0-300
Chase Cannons		**Chain Shot:** Rotate the camera forwards, hold the Manual Aim Button to adjust the targeting lines and focus your shot, and fire with the High Profile Button. This weapon isn't especially powerful, but has a "stun" effect. It proves very useful while attempting to move to an optimal position against vessels that might otherwise pose a threat with broadsides.	From the start	Unlimited	0-350
Mortar		This very powerful weapon has an extremely long potential range. Hold the Reload Button to align your shot (note how the target area turns red as it overlaps viable targets), and fire with the High Profile Button.	Must be purchased via the upgrades menu (800)	Limited	150-500
Fire Barrels		Rotate the camera toward the rear of the ship, hold the Manual Aim Button to adjust the targeting circles, and drop the barrels with the High Profile Button. The barrels will explode automatically on contact with any vessel (including the Jackdaw), though you can also detonate them manually with the swivel gun to exploit "splash damage" when an enemy ship is within range.	From the start	Limited	40-55
Ram		Simply sail directly into a target to inflict damage. The greater your speed before the impact, the more damage you will cause.	Must be purchased via the upgrades menu (500 and 25 wood)	-	-

Ammunition

Heavy shot, fire barrels and mortar barrages are only available if you have the requisite ammunition types on board. There are multiple ways to replenish your stocks:

- Plunder enemy ships (you can ascertain if they carry ammo in advance with the spyglass).
- Collect floating crates dropped by other vessels.
- Buy them from harbormasters (for a price of 50 per unit).
- Open Treasure Chests in caves/smuggler's dens and underwater shipwrecks.

Targeting Lines & Aiming Range

Each weapon type can fire within a set range, and in a specific direction:

Broadside cannons fire from the port and starboard sides of the Jackdaw.

Chase cannons fire forward.

Fire barrels are dropped from the ship's stern.

The mortar and the swivel guns can fire in all directions around the Jackdaw.

While you hold the aiming button (Reload Button for the mortar, Manual Aim Button for all other weapons), you will see targeting lines appear on the screen. These represent the path of the projectiles you're about to fire. You can adjust the targeting lines with , though steering the ship with will also make them move in relation to the Jackdaw. With cannons, the longer you hold the aiming button, the more the targeting lines will focus, and therefore the more accurate your volleys of projectiles will be once fired. This is particularly important when you are lining up a broadside on the front or rear of an enemy ship, which is an important tactic when you are battling a frigate or a mighty man o' war.

Broadside cannons fire round shot when you display the targeting lines, but the more powerful heavy shot instead if you "blind fire" without holding the Manual Aim Button. In the accompanying diagram, we illustrate the aiming range of each weapon type.

Damage Calculation

The damage dealt by all ships is calculated for each individual projectile fired. In the case of a broadside, for example, all available broadside cannons launch a projectile, and each of these hitting its target deals a set damage value as specified in the table. If you are using the Intermediate set (13 cannons) with Intermediate Round Shot Strength (50 damage), every volley will consist of 13 projectiles that can each deal 50 damage.

To keep things simple, remember the following facts:

- Aim your shots at the enemy ship's hull, as this is where you can deal the most damage by ensuring that all shots hit home. Volleys fired above the hull will mostly miss, with the exception of those that hit the masts. This can, however, be tactically viable if there is an enemy vessel directly behind.
- At close range, blind fire without displaying the targeting lines to use heavy shot, which is far more powerful than round shot.
- From a distance, focus your shots using the targeting lines until they fit comfortably within the width of your target's hull for maximum efficiency.
- The mortar is an extremely powerful weapon (incredibly so after obtaining most upgrades), and has the longest range. However, the delay before the projectiles land means that you need to aim carefully (usually the front of the ship) to hit moving vessels. These are most effective against frigates and men o' war, as their larger decks present a more substantial target area.
- The more cannons you have (through cannon set upgrades), the more projectiles are fired.
- The more powerful your shot (through strength upgrades), the more damage each projectile deals individually.

Naval Warfare

Naval Warfare Staples

Optimal Approach: Approaching enemy ships head-on is not always an efficient solution, as it limits your offensive options to chase cannons and mortar fire. Instead, try to make circular approaches that will enable you to fire more powerful broadsides. In many battles, you should ensure that all enemy ships are on one side of the Jackdaw. Being pounded by multiple vessels from both sides can be disorienting and, as a consequence, devastating. Whenever it is possible to do so, circle around enemy fleets in a wide arc.

Focus Fire: When you adjust a broadside, holding the Manual Aim Button before you fire will gradually narrow the targeting lines that indicate the direction of fire. This can lead to a significant increase in accuracy over medium-to-long range. Ideally, the targeting lines should always be comfortably narrower than the width of your target to ensure maximum efficiency. When the Jackdaw is extremely close to an opposing vessel, there is no need to focus the cannons. Just fire away immediately; this can save precious seconds, and will launch powerful heavy shot instead of the usual round shot. If you wish to conserve heavy shot (or do not wish to risk destroying a vessel), you can briefly hold the Manual Aim Button before you fire.

Curved Shots: When aligning shots, you can steer the Jackdaw to put it in a suitable shooting position, but you can also adjust the targeting lines with , both laterally and vertically. This feature is essential to ensure that your shots will actually hit home. Most notably, you can use it to fire curved volleys above obstacles such as waves.

Bracing: Bracing is a defensive technique that enables you to reduce the damage you take from enemy attacks, rogue waves, water spouts and collisions. As this prevents you from aiming and firing, and causes the Jackdaw to continue in the last specified direction while Kenway as his crew take cover, it's prudent to employ it only when necessary. To brace, simply hold until the danger (such as an incoming volley) has passed. Imminent enemy attacks are always signified by a flashing red reticle icon, with a red highlight indicating the direction of fire. With practice, you will hone your ability to judge when an enemy will open fire, and either launch a broadside or steer the Jackdaw in a particular direction just before you brace.

Swivel Gun & Weak Points: The swivel guns are primarily employed to hit weak points (as marked by icons) that are exposed by other weapons. Whenever you spot one, hold and release once the moving reticle is aligned with the icon marking the vulnerability. Both swivel guns combined have a full 360-degree field of fire around the Jackdaw, but you should note that weak points must be visible onscreen for you to fire at them. If a vessel with exposed vulnerabilities sails out of view, adjust to bring the targets back into range. As you become more proficient in naval combat, you will find that the swivel guns are a great tool for maintaining "combos", enabling you to chip away at health bars while other weapons reload. Note that weak points will vanish after a while, so try to hit them quickly once they appear.

Mortar Openings: The mortar is a fantastic weapon to initiate hostilities with, especially against larger vessels. Not only is it incredibly powerful after an upgrade or two, but it also has the advantage of the longest potential range. You can exploit this during ambushes where you position the Jackdaw in an optimal position for an assault (behind a target, for example), and launch an opening barrage before you immediately follow up with other weapons. Though it's a little wasteful to squander ammunition against gunships, schooners and perhaps even brigs (their small size means that most shots miss), mortar fire is deadly when employed against frigates and men o' war. Though the latter are inclined to reply in kind, you should note that frigates cannot damage the Jackdaw if you stay out of their cannon range while raining projectiles from above...

Bespoke Tactics

Dual Heavy Shot Broadsides: Your port and starboard cannons can be fired independently, and are subject to separate reload timers. In situations where you have enemies on both sides, this means that you can fire broadsides at twice the usual rate, alternating between one side then the other by rotating the camera accordingly. Though usually impractical against larger vessels (save, perhaps, for daring headlong dashes between two ships sailing in alignment when an opportunity arises), this is particularly useful when you need to clear the surrounding waters of multiple fast-moving gunboats and schooners attacking from assorted angles.

Blind Spot: Whenever you can launch a surprise attack on an enemy from behind, this puts you in an ideal position – not only because the enemy ship cannot immediately return fire, but also because it will take time for her helmsman to steer back in your direction and bring the cannons to bear. If you can use the Jackdaw's speed (and, if possible, slight feints and the prevailing wind) to maintain an alignment where you can fire focused broadsides at the stern, a battle can become ridiculously one-sided. As a point of interest, the area behind the stern of hostile ships is also their major blind spot when you are sailing inside Restricted Areas. If you decide to ambush a patrolling vessel, this is usually the best place to start.

Naval Human Shield: Enemy ships will not generally open fire if they have an ally in their field of fire – and even if they do, this broadly works in your favor. You can exploit this by putting a weaker opponent between you and a more dangerous vessel. The smaller ship will be the only one attacking you – a negligible threat – while the larger one will be temporarily neutralized, until her line of fire is clear again. You can then fire volleys above your improvised shield to reach your primary target.

Maximum Damage Output: There is a delay between the time you fire the mortar and the point when its projectiles reach their target. This means that this weapon isn't ideal against small, nimble ships, but it is extremely effective against forts and the larger warships. These can all be hit by the full rain of mortar projectiles, taking huge amounts of damage in the process. You can maximize your damage output by using a combo of mortar fire, broadside and swivel gun follow-ups in succession; by the time you hit the weak points, the mortar will be ready to fire again.

Pinning Down Targets During Headlong Approaches: When you are racing headlong at other ships – or they're racing towards you – you can use the chase cannons to pin your opponent down with chain shot, making it a prime target for your most lethal weapons. The mortar chain shot swivel gun combo is completely fluid. You can follow this with another burst of chain shot, and bring the Jackdaw around for a broadside while the target is still "stunned". At this point, you have two options: you can either complete a U-turn and drop fire barrels at close range, or sail to the rear quarters of the enemy vessel, out of their broadside range, to hit them from behind with heavy shot at very close range.

Countering a Ram Charge: Leaving fire barrels in your wake is a powerful deterrent when enemy ships are chasing you, or when you are notified that a brig's helmsman intends to attack you with her ram. The optimal tactic for countering a ramming charge is risky, but the damage inflicted is significant. Moments before the incoming brig makes contact, reduce your speed to half sail and steer in the direction that will align you with the brig. Your goal is to have the brig's bow just behind your own stern. At this precise moment, drop fire barrels: the ship will be so close that it won't have a chance to evade the explosives. With perfect timing, all deployed barrels will hit the target. If you don't have fire barrels available, or aren't in a position where you can drop any, you can still escape the charge by dodging it: simply steer away at full speed perpendicularly from the course of the incoming vessel. The most daring strategy is to sail headlong for the brig when it first prepares to ram, then scrape past its hull as you unleash a heavy shot broadside.

Boarding

Once you have sufficiently weakened an enemy ship and its health bar is reduced to the final red portion ( ), it is effectively removed from the battle. In this passive state, it cannot move, nor can it use its weapons. At this point, you have two options:

1. You can finish it off with additional shots to sink it. This is the fastest option, but you will only have access to half of the resources available on that ship. These will appear for collection after the ship sinks below the surface. Once the Jackdaw is sufficiently powerful, you can use this tactic to cut a swath through merchant shipping (usually weak schooners that can be sunk within seconds in the north of the map) during a journey to a port.

2. Alternatively, you can board the ship, which leads to the reward of the full cargo total. Though it is more time-consuming, usually entails a frantic battle on the deck and may take a toll on your crew levels, this option has a number of very significant benefits. Of particular interest, initiating the boarding process leads to an immediate cessation of hostilities with all other ships in a battle. Though your adversaries will be waiting afterwards, you can choose to salvage materials from the boarded ship to repair the Jackdaw in anticipation of this. In battles against fleets and convoys, you can essentially incapacitate ships and then use them as "health packs" when required.

To board a weakened ship (marked by the icon on the mini-map), sail inside the white boundary that surrounds it ( ), then hold . To complete the boarding, you need to fulfill any objectives listed on your screen – see "Boarding Objectives" for details.

Crew Management

As explained in the "Naval Primer" section, the white meter in the top-left corner of the screen represents your crew. During the boarding process, time is key – essentially, the crew meter effectively works as a virtual sandglass. Once the two crews clash, the gauge will gradually deplete, with each reduction corresponding to the death of one of your sailors. If your entire crew dies, you will be Desynchronized and the boarding will fail. Perhaps more significantly, you will need to embark on a major recruitment drive for new sailors, which can be time-consuming or expensive.

There are various ways to recruit new crew members:

You can save floating survivors ( ) – simply press when sailing past them. This serves to provide a gradual "topping up" of crew levels during voyages.

You can free pirate prisoners from their captors, assist pirates fighting soldiers before they are slain, or save individuals from execution ( ) in many locations throughout the three major cities, and occasionally at set positions in other locations (particularly islands).

You can choose to repair the Jackdaw after a successful boarding to obtain a minimum of one crew member.

You can hire sailors in taverns ( ), which costs 200 per recruit. This is the fastest way to restore depleted ranks if you are in a hurry. You can find taverns in Havana, Nassau, Kingston, Long Bay, Great Inagua, Arroyos, Salt Key Bank, Crooked Island, Grand Cayman, Andreas Island, Corozal and Île à Vache.

Crew management is an essential aspect of the naval system. The more crew

you have, the stronger you will be during boarding sequences, which is why the (eminently affordable) crew capacity upgrades are worth every last reale. Keeping a high crew count actually leads to a virtuous circle: your men will kill opponents for you during a boarding sequence, which will enable you to focus on other objectives – and, as a consequence, shorten the overall boarding time, which exposes you to fewer casualties.

Boarding Tactics

When you begin a boarding sequence, there are multiple tools or strategies that you can use:

A few steps away from the wheel ( ), you can man a swivel gun on the appropriate side of the ship by pressing . Use to aim, zoom with the Manual Aim Button if required, and fire with the High Profile Button. The pitching of the waves will challenge your ability to aim with precision, but you have up to five shots before Kenway automatically relinquishes control. Wait until a wave puts the Jackdaw in a suitable position, then aim for key targets: powder reserves, groups of enemies, or even specific individual targets. Note that swivel gun shots cause friendly fire, and are very likely to kill your own crew if you don't aim correctly (or if they are caught in a powder reserve explosion).

A few purposeful steps in front of the wheel ( ), you can use a lift to gain rapid access to the rigging of both the Jackdaw and the adjacent ship. Once there, you can move to a suitable vantage point to fire ranged weapons, or even perform air assassinations ( ). This is actually a very efficient way to complete objectives that require you to kill enemy scouts (see "Boarding Objectives").

The most direct way to reach the enemy ship is simply to jump across from the Jackdaw or swing over via a rope. You should always attempt to begin your onslaught by performing an air assassination. Be clever in your choice of targets: aim to engage weaker soldiers and eliminate them with Kill Streaks, and avoid Brutes or Captains. An interesting trick, suitable for brigs and bigger, is to hold the High Profile Button and repeatedly tap as you sprint around the deck near enemy soldiers who are not actively engaging Kenway. Whenever you catch them from behind, you can accumulate easy assassinations (even spectacular doubles) with this technique.

Many ships feature red barrels that are known as powder reserves. If you fire at these with the swivel gun or a pistol they will blow up, killing any sailor nearby ( ). These explosions cause friendly fire, so think carefully before you trigger one if you have crew members nearby.

At the beginning of every boarding sequence, there's a delay before the Jackdaw is properly aligned with the enemy ship. The farther away you are within the highlighted zone when you initiate the boarding, the longer it takes before you and your crew can reach the deck of the vessel. By deliberately starting far away, you can put this time to use – for example, to align precision hits with the swivel gun. Against larger vessels, initiating the boarding at maximum possible distance, and from the front, enables you to shoot "scouts" in the rigging during the approach. You can also just stand at the edge of the Jackdaw and shoot enemy soldiers with pistols. By employing these tactics, it's usually possible to complete boarding sequences against schooners and brigs before a single crew member sets foot on the enemy vessel.

Boarding Objectives

To end a boarding sequence, you need to complete the objectives that appear on your screen. The larger the vessel you attempt to plunder, the more objectives you will need to fulfill. You always have to kill a certain amount of enemy crew members; additional objectives are selected randomly from the activities listed in the table below.

Boarding Objectives Overview

Objective	Notes
Kill enemy crew	Use the swivel gun to thin enemy numbers, then sprint to the enemy ship's deck or stand at the edge of the Jackdaw and take down opponents with pistols. Prioritize basic soldiers – they're much easier to kill than more robust adversaries such as Brutes.
Kill enemy officers	These officers are usually of the Scout archetype, so they're not problematic targets. Use counterkills or Kill Streaks to defeat them swiftly.
Destroy enemy ship's powder reserves	This can be done very quickly from the Jackdaw with the swivel gun. If you cannot do so, you will have to manually aim at the reserves with your pistol. This is easier from an elevated position, and ideally before your crew leap over.
Kill enemy captain(s)	Attempt to kill the targets with the swivel gun. If you fail, you can air assassinate them, or simply attack them head on. Parry their attacks, then finish them off with a Combo Kill or during a Kill Streak while they recover from the automatic kick. As ever, Smoke Bombs offer the easiest resolution to any battle.
Kill enemy scouts	Whenever you board larger ships, you will usually find marksmen on the mast platforms – your targets for this objective. Use a lift to reach them quickly, but be ready to parry or counter an attack as you land. You can kill the first one by kicking him from the platform, then eliminate the other with a ranged weapon. These targets usually require two pistol shots to the body or a single, rather difficult, headshot to kill.
Destroy enemy ship's flag	Take care of this objective last when boarding larger vessels, as reaching the flag at the top of the main takes a little time – and the descent can be problematic. Once you're done with other objectives, start your ascent with a lift on the mainmast, then quickly dispatch any Gunners at this level: a single shot can cause Kenway to fall if you neglect this step ( ). When you reach the top of the mast, press to complete the task.

Rewards

After a successful boarding, you have three options. Whatever your selection, you will always receive the full stock of cargo and ammo from the ship.

Repair the Jackdaw: This restores one fully depleted segment of the Jackdaw's health bar, and gives you crew members as a bonus.

Lower Wanted Level: This lowers your Wanted level by one.

Send to Kenway's Fleet: Only available from Sequence 04. This will add the vessel to your fleet in the online-only metagame.

Boarding Stationary Ships

You will occasionally happen upon vessels that are heavily damaged, their decks ablaze, and their crew long dead or departed. You cannot board these in a traditional manner, but you can manually swim and climb into the ships, or jump over from the Jackdaw. As soon as you hit the deck (or its outer edge while climbing), a timer will appear. You must then loot the cargo containers on board ( ) and escape before the ship sinks. The resources you gain by doing this are often negligible, but you can also loot the bodies on the deck – the Captain will usually carry a hefty sum, in the range of what you would find in a Treasure Chest.

There is another way to use "manual boarding" – but this is more of a sneaky exploit. Various locations in the Caribbean (such as plantations with warehouses) are guarded by stationary sentry ships that are designed to prevent you from docking until the Jackdaw is strong enough to defeat them. Release the wheel of the Jackdaw once you are just outside of a sentry ship's detection range, then jump overboard and swim to the vessel. You can then scale its hull and take down the entire crew in open conflict. With this accomplished, swim back to the Jackdaw and quickly weaken the (now inactive) ship until you can board it. The boarding process will still feature an enemy crew, but this can nonetheless be an easy way to conquer powerful ships. This will also enable you to claim them for Kenway's Fleet before the Jackdaw is up to the task via a conventional approach.

Boarding: Summary

- **1.** To board a ship, you must first weaken it until its health bar is reduced to the final red portion.
- **2.** When you begin the boarding process, all combat with other vessels is temporarily suspended. This feature can be exploited to gain brief respite in difficult battles and repair the Jackdaw before the onslaught resumes.
- **3.** The moment a boarding sequence begins, your crew meter acts as a timer: the more time you take to complete the boarding, the more crew you will lose during the process. Try to maintain a near-full crew complement at all times.
- **4.** To complete a boarding, you need to fulfill the objectives that appear on your screen. There are multiple tools or strategies that you can use to simplify and speed up the process. These include: the swivel gun during the initial approach, ranged pistol fire afterwards, use of the lift close to the Jackdaw's wheel to quickly ascend to the rigging if required, and the careful prioritization of your targets.
- **5.** Successfully boarding a ship rewards you with all of its cargo, but entails an investment of time and an acceptance of risk that you might fail. Sinking a ship rewards you with only half of its cargo (and you lose the ability to choose one of three additional completion perks), but is much faster.

Upgrades

You can upgrade the Jackdaw at any time from the captain's cabin, just below the wheel, or by visiting any harbormaster ( ).Upgrading the Jackdaw is an indispensable step as you progress in the main storyline, with some of the later main missions and secondary challenges pitting you against powerful opponents, such as men o' war and four fearsome Legendary Ships. Without the best upgrades at your disposal, the seas will become ever more perilous as the storyline leads you to the more dangerous southern regions.

All upgrades must be purchased with reales, but many of them require an additional investment of cargo.

Cargo can be obtained by plundering ships and convoys, looting warehouses, collecting floating crates (or opening those occasionally found on land), and opening chests found in caves and shipwrecks.

There are five categories of cargo: see the table on the right for details.

The amount of cargo you can carry is limited to a specific "capacity" value covering all five categories of cargo. Once you've reached your current maximum capacity, you cannot collect more. This storage capacity can be improved through upgrades.

The powerful Elite upgrades require specific design plans before you can unlock them. These blueprints are found in special Treasure Chests hidden underwater in shipwreck sites or in buried chests.

Note that buying any upgrade fully repairs the Jackdaw.

CARGO DETAILS

Icon	Type	Resale Price Per Unit (R)	Use
	Cloth	5	Required for certain upgrades, including storage and hull.
	Metal	5	Required for certain upgrades, including weapons and hull.
	Wood	5	Required for certain upgrades, including ram, rowboat and hull.
	Rum	15	Can be sold via the Jackdaw's cabin, or harbormasters and general stores.
	Sugar	20	

The table below features all upgrades available for the Jackdaw. The following guidelines will help you to make the most of it:

Upgrade Category: This defines what part or feature of the Jackdaw is improved.

Upgrade Level: Within each category, there are several upgrade levels that can be purchased sequentially, from Standard to the maximum Elite upgrades. The higher the level (in other words, the further you advance towards the right of the table), the more expensive the upgrades become.

Upgrade Cost: Each upgrade can cost you reales (R), Metal ( ), Wood ( ), and Cloth ( ). The figures below each upgrade name reveal the values required to purchase it. In the example above, this shows you that the "small" broadside cannons set costs 0, 70 Metal, 0 Wood and 0 Cloth.

Upgrade Effect: This reveals what feature the upgrade improves. This can be anything from additional cannons, to the damage caused by each shot, to the amount of ammo or cargo your ship can carry.

Damage/Cost Ratio: These ratios give an indication of each upgrade's overall cost-efficiency compared to the lower level. The higher the percentage, the greater the benefits. We've included a color code to help you immediately identify which upgrades you can prioritize when spending your hard-earned resources, from **green** (best ratio) to **orange** and then **red** (lowest ratio). Whenever you have funds to spend, check the contents of the column corresponding to your current level of progression (for example, "reinforced" level) and you can use the percentages and/or color codes to decide which upgrades you should favor.

Upgrade List & Analysis

WEAPON UPGRADES	BROADSIDE CANNONS	Standard	Small	Intermediate	Reinforced	Advanced	Ultimate
		- - - -	0 70 - -	2,000 150 - -	4,000 300 - -	8,000 350 - -	12,000 500 - -
	Amount of cannons	7	10	13	16	19	21
	Damage/Cost Ratio	-	57.4%	7.3%	3.7%	2.1%	0.9%
	ROUND SHOT STRENGTH	Standard		Intermediate	Reinforced	Advanced	
		- - - -		900 - - -	4,000 - - -	12,000 - - -	
	Damage	40		50	65	80	
	Damage/Cost Ratio	N/A		17.3%	5.8%	1.9%	
	HEAVY SHOT STRENGTH	Standard				Advanced	
		900 - - -				6,000 - - -	
	Damage	120				180	
	Damage/Cost Ratio	138%				15.6%	
	CHASE CANNONS	Standard			Reinforced		
		- - - -			3,000 60 100 -		
	Amount of cannons	2			4		
	Damage/Cost Ratio	-			2.7%		
	CHAIN SHOT STRENGTH	Standard			Reinforced	Advanced	
		- - - -			2,500 - - -	6,000 - - -	
	Damage	40			50	65	
	Damage/Cost Ratio	-			1.2%	0.8%	
	SWIVEL GUNS	Standard			Reinforced	Advanced	
		- - - -			700 25 - -	5,000 200 - -	
	Damage	200			300	400	
	Damage/Cost Ratio	-			12.1%	1.7%	
	Max Weak Points	1			3	5	
	FIRE BARREL STRENGTH	Standard				Advanced	
		- - - -				3,000 - - -	
	Damage	200				400	
	Damage/Cost Ratio	-				6.7%	
	MORTARS	Standard			Reinforced	Advanced	
		800 - - -			3,500 200 - -	8,000 300 - -	
	Damage	1,000			2,100	3,300	
	Damage/Cost Ratio	125%			24.4%	12.6%	
	RAM*	Standard			Reinforced	Advanced	
		500 - 25 -			2,000 - 75 -	5,000 150 250 -	
	Damage	600			1,200	2,000	
	Damage/Cost Ratio	96%			25.3%	11.4%	
HULL	HULL ARMOR	Standard		Intermediate	Reinforced	Advanced	
		- - - -		1,000 - - -	4,000 100 200 -	15,000 200 500 -	
	Armor/Cost Ratio	-		600%	145%	65%	
STORAGE UPGRADES	HEAVY SHOT STORAGE	Standard			Reinforced	Advanced	
		- - - -			500 - - -	1,500 - - -	
	Capacity	15			20	25	
	MORTAR STORAGE	Standard			Reinforced	Advanced	
		- - - -			800 - - -	2,000 - - -	
	Capacity	5			10	15	
	FIRE BARREL STORAGE	Standard			Reinforced	Advanced	
		- - - -			500 - - -	1,500 - - -	
	Capacity	10			15	25	
	CREW'S QUARTERS	Standard			Reinforced	Advanced	
		- - - -			800 - - 50	3,500 - - 350	
	Capacity	20			30	40	
	CARGO STORAGE	Standard			Reinforced	Advanced	
		- - - -			2,000 - - -	6,000 - - -	
	Capacity	500			1,000	2,000	
HARPOONING	HARPOON STRENGTH	Standard				Advanced	
		- - - -				1,000 - - -	
	Damage	100				200	
	ROWBOAT ARMOR	Standard			Reinforced	Advanced	
		- - - -			600 - 50 -	1,800 - 200 -	
	Resistance	100			200	300	
	HARPOON STORAGE	Standard			Reinforced	Advanced	
		- - - -			500 - - -	1,500 - - -	
	Capacity	15			20	30	

* If you defeat all four Legendary Ships, you unlock a special attack. Hold the Manual Aim Button and press as you're about to ram a target: this triggers a powerful charge (6,000 damage).

If this seems too much like work, we've also prepared the "Upgrade Priorities" table as a simple, linear guide. The "Recommended Progression" column gives you an indication of what upgrades you should purchase to complete all main story objectives (and, usually, exploration and most naval side quests) without experiencing awkward difficulty spikes. The "Power Progression" column is meant for gamers who will seize every opportunity to explore the world, acquire all collectibles and grind for the requisite cargo and design plans.

Upgrade Priorities

Step	Upgrade	Recommended Progression	PowerProgression
1	Intermediate Hull Armor	Sequence 03	Sequence 03
2	Broadside Cannons – Small Set		
3	Standard Mortars		
4	Standard Heavy Shot Strength		
5	Standard Ram		
6	Intermediate Round Shot Strength		
7	Reinforced Cargo Storage	Sequence 04	
8	Reinforced Crew's Quarters		
9	Reinforced Swivel Guns		
10	Reinforced Heavy Shot Storage		
11	Reinforced Mortar Storage		
12	Broadside Cannons – Intermediate Set	Sequence 05	Sequence 04
13	Advanced Heavy Shot Storage		
14	Advanced Mortar Storage		
15	Reinforced Hull Armor	Sequence 06	
16	Advanced Cargo Storage		
17	Reinforced Mortars		
18	Advanced Crew's Quarters	Sequence 07	Sequence 04
19	Broadside Cannons – Reinforced Set		
20	Reinforced Round Shot Strength		
21	Reinforced Ram		
22	Reinforced Chase Cannons		
23	Reinforced Chain Shot Strength		
24	Advanced Fire Barrel Strength	Sequence 08	
25	Advanced Heavy Shot Strength		
26	Advanced Mortars		
27	Advanced Hull Armor	Sequence 09	
28	Advanced Swivel Guns		
29	Broadside Cannons – Advanced Set	Sequence 10	
30	Advanced Round Shot Strength		
31	Advanced Ram	Sequence 11-12	
32	Advanced Chain Shot Strength		
33	Elite Upgrades		Sequence 06+

Jackdaw Appearance

Appearance Items

Upgrade	Cost (R)	Cost (Cargo)	
Quantity	Type		
Jackdaw's Figurehead	0	0	-
Aries Figurehead	500	25	Wood
Phoenix Figurehead	800	75	Wood
Mermaid Figurehead	1,250	150	Wood
Gargoyle Figurehead	2,000	300	Wood
Serpent Figurehead	3,500	400	Wood
Queen Anne's Figurehead	5,000	500	Wood
Ranger Figurehead	0	0	-
Royal Fortune's Figurehead	0	0	-
El Impoluto's Figurehead*	0	0	-
Aquila's Figurehead**	0	0	-
Elite Figurehead (Uplay)	0	0	-
Jackdaw's Wheel	0	0	-
Bronze Wheel	500	25	Metal
Flower Wheel	800	75	Metal
Phoenix Wheel	1,250	150	Metal
Eye of the Sea Wheel	2,000	300	Metal
Blackwood Wheel	3,500	400	Metal
Aquila's Wheel	5,000	500	Metal
El Impoluto's Wheel*	0	0	-
Gilded Wheel	0	0	-
Queen Anne's Wheel	0	0	-
Elite Wheel (Uplay)	0	0	-
White Sails	0	0	-
Crimson Sails	500	25	Cloth
Red-Stripped Sails	800	75	Cloth
Tattered Sails	1,250	150	Cloth
Leather Sails	2,000	300	Cloth
Flower Sails	3,500	400	Cloth
Grey Sails	5,000	500	Cloth
Black and Red Sails*	0	0	-
Diamond Sails	0	0	-
Gilded Sails	0	0	-
Elite Sails (Uplay)	0	0	-

* Unlocked by completing (online-only) community challenges. ** Unlocked by destroying three (online-only) royal convoys.

Cargo Grinding Tips

The amount of resources required to purchase all upgrades for the Jackdaw is immense, and gathering such quantities can be incredibly time-consuming. However there are various ways to speed up the process:

Study enemy ships with the spyglass: The spyglass reveals two essential pieces of information about enemy ships – their level, and their cargo. You should generally only attack vessels within your level range, and focus on those that carry the most enticing quantities of required cargo.

Purchase cargo storage upgrades: If your goal is to acquire large quantities of cargo, you will need to be able to carry it on the Jackdaw. Make sure you unlock the best storage upgrade you can afford at any given time. This is a necessary step, as the standard capacity will only enable you to carry a maximum of 500 units of each cargo type, which may lead to wastage as surplus cargo is discarded.

Plunder cargo in the south part of the Caribbean: On average, the ships in the southern Caribbean regions yield far greater quantities of cargo. With a decently upgraded Jackdaw, you can embark on voyages of wanton plunder, attacking individual ships and even convoys until you reach your cargo limit.

Define your strategy – sinking or boarding: When you successfully board a ship, you automatically obtain all of its cargo. If you decide to sink the ship without boarding it, you can obtain half of its resources, taking the form of a floating crate that you can collect. As boarding can be a time-consuming process, this more aggressive approach is worth considering when cargo grinding is your sole objective. Target ships that you can sink without effort, ideally in areas where they are plentiful, and only take the time to board vessels that carry large quantities of a resource that you want

or need; this will also provide an opportunity to address your Wanted level or make repairs. If you find a good spot where you become familiar with the local shipping routes, you can Fast Travel to a nearby location to "reset" its state and begin again.

Instantly sink smaller ships with ram charges: The ram, especially in its upgraded variants, is a very powerful tool that you can use to charge into gunboats and even schooners, instantly cracking their hulls – and leaving you to claim half of their contents as they descend to the depths.

Embark on multiple warehouse raids in succession: Once you have visited each warehouse site and Synchronized at the local Viewpoint, you can raid these locations in sequence. With practice (and sound strategy) this is a swift way to amass cargo and reales.

Take advantage of storms: During storms, many smaller ships are claimed by winds or waves. Be sure to loot the flotsam and jetsam that they leave behind.

Take advantage of tripartite battles: You will often encounter situations where ships are engaged in combat when you arrive – for example, a British frigate facing a small Spanish brig and two schooners. In such situations, enemy ships will ignore you as long as you do not intervene (though you may be hit by stray fire if you move incautiously close). You can either circle like a vulture, waiting for cargo and crew to claim, or directly intervene. It's usually best to engage the side that has the upper hand, as the losing party will continue to draw attention and fire. After you have incapacitated the aggressors, you can turn your cannons on the side that briefly regarded you as a savior for added profit (and, moreover, amusement).

In addition to upgrades, you can also acquire items to customize the appearance of the Jackdaw. These have no effect whatsoever on its performance, and are purely cosmetic alterations.

Enemy Ship Archetype Analysis

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Reference & Analysis

Fast Travel

The Fast Travel network is one of the most vital systems in Assassin's Creed IV, as it enables you to skip literally hours of time spent in transit between destinations. Though it is occasionally disabled during main story Memories and certain side quests, this should be your primary method of abbreviating journeys between locations, or even to move from one side of an individual region to another.

To Fast Travel, bring up the main map screen, zoom out or zoom in as required until you can see your destination, select your required Fast Travel position on the map and press , then confirm your choice. After a brief loading break, Kenway will appear in the specified location. If you select a Viewpoint, he will begin on the perch, which provides a convenient view of all points of interest and prospective hostiles.

Fast Traveling to a location within your existing region (for example, from one side of Havana to another) has the same effect as leaving a destination: all NPCs (including guards) are reset to their default state. However, this also applies to animals that you can hunt, which can make it relatively easy to grind for materials to sell or craft with.

All potential Fast Travel spots are marked with a specific icon ( ), though they must be unlocked by visiting a location once (or Synchronizing with Viewpoints). These include:

Fast Travel Destinations

Icon	Description
	Viewpoints (Synchronized)
	Main Locations
	Naval Forts (Conquered)
	Plantations
	Villages
	Islands
	Underwater Shipwrecks
	Caves/Smuggler's Dens
	Ruins

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The Wanted System

The Wanted system acts as a deterrent to dissuade players from unchecked violence while aboard the Jackdaw. Though you are free to lay waste to entire fleets on a whim, the penalties introduced once the Jackdaw is Wanted make it a little harder to travel without further complications or confrontations, and demand payment of a toll (measured in cash or simple time and effort) to remove.

By default the Jackdaw is incognito. As you engage and sink ships, however, your Wanted status will escalate gradually, rising by one level at a time up to a maximum Level 4.

Point Penalties

Action	Penalty
Engage any ship	+5 points
Sink a gunboat	+5 points
Sink a schooner, brig, frigate or man o' war	+10 points

Point Penalties

Levels	Milestone
Incognito	0-49 points
Level 1 ( )	50 points
Level 2 ( )	100 points
Level 3 ( )	150 points
Level 4 ( )	210 points

The moment that you reach Level 1, the Jackdaw is Wanted, and a Hunter ship is sent after you. The game checks if Hunters are still tracking you every eight-and-a-half minutes, and sends replacements commensurate to your current level if they are not. As your Wanted level increases, more and more dangerous types of ships will be dispatched to engage you:

Hunter Patrols

Wanted Status	Hunters Sent
Incognito	-
Level 1	Level 17 brig x1
Level 2	Level 20 brig x1, Level 8 schooner x1
Level 3	Level 11 schooner x1, Level 38 frigate x1
Level 4	Level 38 frigate x1, Level 60 man o' war x1

Your Wanted status can be lowered in the following ways:

Bribing a local officer ( ). This fully resets your Wanted level. Local officers can be found in all towns and villages throughout the Caribbean, usually close to a harbormaster. They also appear in every fort that you conquer. The price to pay is determined by your Wanted level: 200R for Level 1, 400R for Level 2, 600R for Level 3 and 800R for Level 4.

Choosing the corresponding option after successfully boarding a ship. This will lower your Wanted level by one grade, irrespective of the type of ship you boarded.

Being Desynchronized. This automatically resets your Wanted level to incognito.

Deliberately causing chaos without addressing your escalating Wanted level can eventually enable you to fight a Level 60 man o' war, which is a reasonable way to grind for resources once the Jackdaw is up to the task.

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Reference & Analysis

Enemy Archetypes

All opponents in Assassin's Creed IV belong to one of several specific enemy archetypes, and will exhibit behaviors, proficiencies and weaknesses specific to their class. In this section, we examine their strengths and weaknesses, and offer tips on how you can avoid their attacks and disable them without complications. Though you will encounter them in a variety of different uniforms, each archetype is easily identified by certain distinguishing features – such as their build, or favored weapon.

Soldier

Soldiers are by far the most abundant enemy variety encountered during the first half of the story, and remain common in later Sequences.

Soldiers have no resistances, and attack with a single lunging strike.

They are extremely susceptible to bullets. Even "snap shots" are lethal against them.

In battles where you face several opponents, removing the majority of soldiers via a Kill Streak (which could include Scouts engaged in the battle) can make it easier to take control of a combat situation.

Though they have a degree of free running prowess, soldiers are slower than Kenway in a straight-line sprint and have limited climbing ability.

Gunner

Gunners are usually encountered on rooftops or watchtowers, where they act as sentries commissioned to punish all trespassers severely.

When you notice a Gunner is about to fire at you while you are busy in melee combat, you can use any nearby target as a human shield by pressing . You can also "cancel" their ranged attack by hitting them with a pistol shot or a blowpipe dart.

Once they have detected Kenway, Gunners will open fire at regular intervals while he remains within range. If you cannot avoid them entirely, try to move out of sight as quickly as you can. It also helps to use natural cover elements (sloped rooftops and chimneys in particular) to disappear from view. If Kenway is hit by a Gunner shot while climbing or free running, use the Catch Back move – press towards the closest surface with an available ledge – to avoid plummeting to the ground.

Gunners will engage Kenway in standard melee combat at close range. In these situations, their behavior is functionally identical to that of generic soldiers – with the sole exception that they usually require two body shots from a pistol to kill.

This enemy archetype is a constant danger until you obtain the Blowpipe. At that point, they are relegated to the status of temporary nuisance easily pacified by Sleep Darts – or, with Berserk Darts, a powerful ally when you need to cause a chaotic distraction...

Brute

Slow but relentlessly aggressive, Brutes are easily identified by their imposing stature.

Brutes are immune to standard attacks, Combo Kills, conventional Counter Kills and Kill Streaks. Attempting these moves against them will even cause you to take damage as they repel you.

Pressing when they attack will lead to a dodge rather than a standard counter opportunity, and for good reason: their blows are extremely heavy, and cause massive injuries if they connect. However, if you use to direct your evasive roll behind them, there's a tiny window of opportunity to press to kill them immediately by stabbing their unprotected backs. This is much easier if you are using an appropriated musket.

The safest and usually most time-effective way to kill a Brute is to perform the Break Defense move twice to knock them from their feet, then finish them off instantly as they lie prone. You can also eliminate them with two pistol shots, or a single headshot.

Brutes can throw grenades whenever the corresponding icon appears. These cause high damage (and a loss of footing) within a fixed area. To avoid this, simply move out of the blast radius.

Brutes are much slower than Kenway when running, and cannot climb. From a higher vantage point or a safe distance, you can shoot them with ranged weapons or make an easy escape.

Scout

Scouts are agile adversaries primarily defined by their speed.

Scouts attack with three-hit combos. If one blow penetrates Kenway's defenses, be ready to parry or counter subsequent strikes.

Scouts are immune to normal attacks, blocking Kenway's attempts to initiate a combo assault. However, they fall instantly to Counter Kills and attacks during Kill Streaks: it's just a matter of waiting for the right opening. They are also vulnerable to the Break Defense technique and can be profitably disarmed.

These opponents are perhaps more dangerous when you have a pressing need to escape combat. Though a Scout's free running and climbing prowess is no match for Kenway, they are 30% faster in a straight line sprint, and can therefore outpace him in a footrace. As they run behind Kenway, they will dive and tackle him. When a sighting or your intuition informs you that a Scout is close at heel, tap to perform a short jump to foil their tackle attempt.

Captain

The Captain is the ultimate enemy archetype, and is effectively a composite of the Brute and Scout classes. These are the toughest enemies you will meet.

Captains are immune to every standard melee combat technique. Their only weakness resides in the Parry move. Simply hold when they attack you, and Kenway will block the assault and follow up with a kick that will stun the Captain for several seconds. You can use this window of opportunity to finish them off in any way you see fit: a full Combo if you have the time, a Kill Streak, or an assassination (from behind or while they lie prone after two successive uses of the Break Defense ability) if you need to act fast.

Alternatively, you can take a Captain down with a single pistol bullet manually aimed to the head, though you are unlikely to have the time to complete this during larger brawls. They can withstand up to three bullets fired to the body before they fall. Blowpipe darts are highly effective against them.

Captains can draw a pistol at any moment, though their tendency to use this firearm is much lower than with Gunners. Sprint behind cover or use a human shield to avoid injury.

ENEMY OVERVIEW

Move	Soldier	Scout	Gunner	Brute	Captain
Attack	Weak	Immune	Weak	Immune	Immune
Combo Kill	Weak	Weak	Weak	Immune	Immune
Kill Streak	Weak	Weak	Weak	Immune	Immune
Break Defense	Weak	Weak	Weak	Weak	Immune
Ranged Attack	Weak	Weak	Weak	Weak	Weak
Counter Kill	Weak	Weak	Weak	Immune	Immune
Counter Disarm	Weak	Weak	Weak	Immune	Immune
Counter Throw	Weak	Weak	Weak	Immune	Immune
Special Counter	Weak	Weak	Weak	Immune	Immune
Parry	-	-	-	Immune	Weak

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Reference & Analysis

Melee Weapons

Swords

Every sword set is rated in three categories: Damage, Speed and Combo. These stats define their overall effectiveness in combat.

Damage: This attribute is used to determine the strength of each successful attack. With most combat deaths achieved through counterattacks and Kill Streaks, this stat is the least important of the three.

Speed: Weapons with a high Speed rating enable Kenway to attack faster and more frequently.

Combo: Swords differ in the number of hits required before Kenway can deliver a finishing blow. A high Combo stat will enable you to take down targets with fewer hits.

You can switch between weapons in your existing collection by interacting with the mannequin in the Jackdaw's cabin, via the "Buy" option at any general store, or by collecting them from the display racks inside the Great Inagua hideout.

Melee Weapon Attributes

Name	Speed	Combo	Damage	Availability	Price (R)
Officer's Smallswords	1	2	1	From the start	-
British Cutlasses	2	3	2	In general stores	800
Spanish Cup-hilt Rapiers	2	3	2		1,200
French Dress Swords	3	3	1		3,000
Espada Ancha	2	3	3		5,000
Privateer's Cutlasses	3	3	3		6,500
British Colonial Cutlasses	2	4	3		8,000
Pirate Scimitars	2	3	5		10,000
French Court Swords	4	3	4		12,500
Officer's Rapiers	5	4	3		14,000
Scottish Broadsword	3	5	3	Find three Social Chests	See Useful Combat Tactics
Persian Scimitars	2	2	3	Community challenge reward	
Pistol Swords	5	4	3	Complete all Assassin Contracts	See Assassin Contracts
The Blades of Toledo	4	3	3	Uplay reward	See Secrets

Unarmed Combat & Enemy Weapons

The principal reasons for employing unarmed combat techniques are to disable targets without killing them, or to exploit the Disarm move, which enables you to turn weapons against their former owners. If stealth and mercy are deemed appropriate in equal measure, you can sneak up behind an opponent and tap to incapacitate them with a non-lethal finishing move.

Whenever you use the Disarm ability (to counter, then) on a soldier, Scout or Gunner while unarmed), Kenway will take immediate possession of their weapon and use it as his own. Tap immediately after the Disarm animation is complete to kill the vulnerable enemy. You can also pick weapons up from the floor after a battle ends. While appropriated swords offer little of value (save, perhaps, the novelty of using a single sword; Kenway has two perfectly serviceable blades of his own), axes, daggers and muskets all have unique characteristics that make them fun to experiment with.

During active combat, there is a knack to picking weapons off the ground. Wait for a quiet moment with Kenway standing above the weapon you would like to collect, then briefly hold the High Profile Button and tap .

ENEMY Weapon Attributes

Name	Damage	Combo	Speed	Archetypes
Single Sword	1	4	2	Soldiers and Captains
Axe	2	4	3	Brutes
Dagger	-	-	-	Scouts
Musket (Melee Weapon)	2	4	3	Gunners

Axes

Though you cannot use the Disarm ability on Brutes, you can collect their axes after they have been neutralized. With this weapon in hand, press to kill any enemy instantly. There is a slight but significant "power up" delay to this assault, so time your attack carefully. They're also good fun to use in general combat, where the sheer weight of the blows and Kenway's distinct movement style makes for a decidedly satisfying change of pace.

Daggers

If you disarm a Scout or collect one of their daggers from the floor, you can use the short blade as a one-time projectile. Daggers are classified as a tool, and appear in Kenway's inventory while carried. When selected, tap to hurl it, killing any opponent instantly.

Muskets

While you cannot purchase or permanently equip muskets, these weapons are easily acquired: either from weapons racks or from the Gunners who always carry them. With their excellent range and a cartridge always loaded for a "free" shot, they can be collected, used and then discarded without hesitation. However, they have some unique attributes that make them interesting enough to warrant relatively frequent use.

When you assassinate a target with a loaded musket or see Kenway perform a Counter Kill finish where he plunges the bayonet into the torso of his victim, you can press during the animation to shoot through the body and kill a second target if there is an enemy within range.

Any shot fired with the musket is instantly lethal: even Captains will fall to a casual snap shot. However, this considerable power is balanced by a torturously slow reload time.

In melee combat, the musket leads Kenway to adopt a dramatic fighting style. Its sheer range is its primary benefit, enabling you to maintain Kill Streaks with enemies spread over a fairly large area. With practice, it also makes it much easier to immediately slay Brutes by rolling behind when they swing their axes.

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Pistols

When you purchase a new pistol set, its relative strength is expressed with the following stats:

Damage: Governs the amount of damage dealt by non-lethal shots. Manual shots to the head are always fatal, irrespective of the target’s archetype.

Stun: Measures how long the target is stunned by non-lethal shots.

Range: Determines the effective range at which shots can land.

Pistol Attributes

Name	Damage	Stun	Range	Availability	Price (R)
Common Flintlock Pistols	1	1	3	Sequence 02, Mission 03	-
Pirate Blunderbusses	3	3	1	In general stores	800
Standard Wheellock Pistols	1	1	5		2,500
Spanish Officer Pistols	3	3	3		7,000
Cannon-Barrel Pistols	3	5	3		9,000
Golden Flintlock Pistols	5	5	3	Complete all Naval Contracts	See Naval Contracts
Captain’s Wheellock Pistols	3	1	3	Community challenge reward	See Useful Combat Tactics
Musket	5	1	5	From Gunners	-

There are two ways to fire a pistol:

You can enter Free Aiming by holding the Manual Aim Button, then aim with and fire with the High Profile Button. Manual shots aimed to the head will instantly kill any target. However, these naturally take time to align, so headshots are usually impractical in open conflict. Outside of combat, note that any guard that sees you aiming in that manner will raise the alert and attack Kenway or run to ring a nearby alarm bell.

Alternatively, you can take quick “snap shots” by pressing . These are less powerful, but are fired instantly. They can be used to weaken, interrupt or finish off a target during combat, or even to temporarily stun a fugitive on the run.

When employed with the Special Counter move, Kenway will blast susceptible opponents at point-blank range, killing them instantly. If the pistol is unloaded, Kenway will attempt a standard Counter Kill.

You can increase the amount of pistols Kenway can carry simultaneously (and his total ammunition capacity) through crafting.

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Tools

The Blowpipe

The Blowpipe, unlocked late in Sequence 04, is a silent weapon that facilitates interesting tactics whenever stealth is necessary or preferred. Hold the Manual Aim Button and use to move the target over any point of the victim, then press the High Profile Button to fire. As with the pistols, you can also tap at close range (when a target is highlighted) for a snap shot.

Sleep Darts render the target incapable of action for a short period of time, as indicated by the circular meter. They will wake when this time expires, or if attended to by an ally. To knock them out permanently, move close to them while they are prone and press for a decisive kick.

Berserk Darts take effect after a short delay. The afflicted target will then engage anyone – friend and foe alike – in combat until incapacitated, or the timer expires, at which point they will lose consciousness. This can be especially effective on Gunners positioned on rooftops or watchtowers, as they may take down multiple targets from their vantage point. While afflicted, a berserk target will attract the attention of everyone within range. Whenever you need to create a localized diversion, Berserk Darts are one of the most powerful weapons at Kenway's disposal.

Using either type of darts in combat affects a target instantly. If employed with a Special Counter, Kenway will simultaneously hurl the target aside (in a manner identical to a Counter Throw) in a single movement.

Smoke Bombs

Depending on the demands of your current situation, a Smoke Bomb can be employed (tap) to create confusion and paralysis, enabling effortless kills of affected opponents, or to facilitate an easier escape. If flight is a prerequisite, dropping a Smoke Bomb in a confined space will incapacitate all pursuers who enter its area of effect ( ). Though Kenway and his allies are immune to the effects of Smoke Bombs, opponents inside the cloud (or those who enter it) are blinded, stunned and unable to move until the smoke dissipates. Anyone knocked outside the cloud will recover immediately.

Whenever you face a difficult battle featuring multiple Brutes or Captains, each use of a Smoke Bomb will enable you to quickly assassinate at least three targets before the cloud lifts. From boarding enemy vessels to eschewing stealth (and a bonus) in favor of violently storming warehouses, this is Kenway's joker, a "get out of jail" card that works in almost any situation. As they are regularly obtained by looting enemy corpses (and occasionally from Treasure Chests), you should rarely experience shortages. We recommend crafting capacity upgrades as soon as you can.

Rope Darts

Available at a very late stage in the main storyline, the Rope Dart has five combat applications.

1. In combat, tap to fire a Rope Dart at a target and pull them to the ground. If you are close enough, you can then perform an instant finishing move.

2. On the ground, while standing behind an oblivious target, hold to use the Rope Dart to pull an opponent towards Kenway; when they stumble within range, he will kill them instantly.

3. From a tree branch or a beam above a suitable victim, hold to strangle a target situated below.

4. From a tree branch or a beam, hold and press in the appropriate direction to hang a target within range ( ).

5. Last, but by no means least, employing a Rope Dart in a Special Counter is lethal against generic soldiers, Scouts and Gunners.

Ammunition

All tools consume ammunition. There are various ways to refill your stocks:

Looting or pickpocketing guards.

Opening certain Treasure Chests.

Buying them from general stores.

Crafting Sleep Darts, Berserk Darts and Rope

Darts from bones acquired by hunting animals.

Note that you can extend the capacity of all your

ammo pouches through crafting.

AMMO PRICES

Ammo Type	Price (R)
Berserk Dart	25
Sleep Dart	25
Smoke Bomb	75
Rope Dart	75
Bullet	10

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Outfits

The following table reveals the purchase price and/or unlock conditions for the different outfits that Kenway can wear. A few outfits offer special (and highly beneficial) additional effects, though the majority are purely cosmetic. You can change outfit at general stores or the captain's cabin on the Jackdaw.

OUTFITS

Name	Notes	Availability
Edward Kenway's Robes	-	Default outfit
Brown Cloak	Price: 1,500R	In general stores
Pirate Cloak	Price: 6,000R	
Crimson Cloak Outfit	Price: 3,000R	
Privateer Outfit	Price: 5,000R	
Pirate Captain Outfit	Price: 8,000R	
Merchant Outfit	Price: 10,000R	
Politician's Outfit	Price: 12,000R	
Explorer Outfit	-	Community challenge reward
Governor's Outfit		Find a social chest
Officer's Outfit	-	Complete the Gibraltar mission in Kenway's Fleet
Templar Armor	Reduces damage by 25%	Complete all Templar Hunt missions and open the cage in the Great Inagua hideout
Stealth Outfit	Reduces guard detection rate	Complete half of the Assassin Contracts
Mayan Outfit	Deflects bullets fired by opponents	Complete all Mayan Stelae and open the secret door in Tulum
Edward the Legend Outfit	-	Uplay
Hunter Outfit	Reduces the ability of animals to detect Kenway. Ingredients: red howler monkey skin x1, white jaguar pelt x1	Crafting
Feline Pelt Outfit	Ingredients: ocelot pelt x1, jaguar pelt x1	
Shark-Hunter Outfit	Ingredients: bull shark skin x1, hammerhead shark bone x1	
Whaler Outfit	Ingredients: white whale skin x3	
Altaïr Ibn-La'Ahad's Robes	-	Uplay
Ezio Auditore's Robes		
Connor's Outfit		

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Hunting & Harpooning

Hunting is a major side activity in Assassin's Creed IV. You can hunt animals both on the ground and in the ocean. Each one of them, once skinned, yields a specific item (and a single bone – more on which shortly). These unique hunting goods have two possible uses:

You can use them as ingredients to craft equipment upgrades.

You can sell them to general stores or harbormasters to make money (see "Sell Price" column).

Hunting & Harpooning Details

Category	Icon	Animal	Habitat	Hunting Good	Sell Price	Buy Price
Ground Animals		**Rabbit**	Nassau, Kingston, Corozal	Rabbit Pelt	70	700
		Capuchin Monkey	Misteriosa Island, Tulum, New Bone	Capuchin Monkey Pelt	75	750
		Green Iguana	Abaco Island, Andreas Island	Iguana Leather	90	900
		Hutia	Cayman Sound, Long Bay, Jiguey	Hutia Hide	85	850
		Deer	Kingston, Santanillas, Salt Lagoon, Principe	Deer Hide	150	1,500
		Ocelot	Andreas Island, Cumberland Bay	Ocelot Pelt	125	1,250
		Wild Pig	Nassau, Mariguana Island, Cape Bonavista, Great Inagua	Wild Pig Hide	150	1,500
		Howler Monkey	Kingston, Cape Bonavista, Principe, Long Bay, Cat Island, Tortuga	Howler Monkey Skin	100	1,000
		Jaguar	Cape Bonavista, Principe, Tulum	Jaguar Pelt	200	2,000
		Black Jaguar	Pinos Isle, Isla Providencia	Black Jaguar Pelt	300	3,000
		Crocodile	Nassau, Long Bay, Isla Providencia, Tulum, Matanzas	Crocodile Leather	200	2,000
		White Jaguar (Rare)	Great Inagua, Cayman Sound (during the Opía Apito Templar Hunt	White Jaguar Pelt	600	6,000
		Red Howler Monkey (Rare)	Isla Providencia	Red Howler Monkey Skin	500	5,000
Ocean Animals		**Hammerhead Shark**	The general habitat of each animal type is represented on the Caribbean map on the poster supplied with this guide, or in the game once you have conquered the fort of the corresponding region. You can also refer to the Charts & Collectibles section of the Side Quests chapter for further advice on hunting areas.	Hammerhead Shark Bone	400	2,000
		Great White Shark		Great White Shark Bone	550	2,750
		Bull Shark		Bull Shark Skin	580	2,900
		Killer Whale		Killer Whale Skin	630	3,150
		Humpback Whale		Humpback Whale Skin	700	3,500
		White Whale *		White Whale Skin	4,000	20,000

* The white whale only appears during (online-only) community events. Its possible habitat zones are spread across the entire Caribbean region.

Hunting Tactics

Animals can be broadly divided into two categories: aggressive and passive.

Passive animals (such as rabbits and deer) will flee the moment they see or hear Kenway. To kill them, you can use a ranged weapon from a distance or a melee weapon at close range. As a rule, animals will not see Kenway if he is concealed within Stalking Zones, hiding places or situated out of sight on higher branches. They will, however, detect him quickly in the open.

Aggressive animals (crocodiles, and all types of jaguars) will stalk and attack Kenway if they see him. To kill them, you need to use ranged weapons from a distance. At close range they will attack and you will need to successfully complete the timed button-press minigame to survive.

Animals are usually encountered in wild environments. When you are in the middle of a hunting session and feel that you have exhausted all available animals in a location, you can Fast Travel to the closest Viewpoint to respawn them all – but note that this will also restore all enemies in the area to their default state.

Harpooning Tactics

Harpooning as an activity becomes available from the start of Sequence 03. To begin harpooning, simply sail to one of the potential habitat zones represented on our map of the Caribbean (see poster) or in the game once you've conquered the fort of the corresponding region. An illuminated circle makes these zones easy to spot from afar on the in-game screen. Enter it and hold to begin the harpooning.

Harpooning naturally requires harpoons, consumables that are used up every time you throw them at your target. Your stock of harpoons is refilled after each hunting session, but you cannot resupply during a session. In other words, you have to kill your prey before you run out of harpoons. You can increase the damage dealt by your harpoons and the total amount of harpoons that you can carry via the Jackdaw Upgrade menu. The three pertinent categories of upgrade are actually fairly affordable, with the design plan for the Elite Harpoon found via a Treasure Map located on Mariguana Island. This leads to a dig site on Andreas Island, so it's actually possible to maximize your harpooning stats early in Sequence 03.

The actual hunting process is really straightforward. All you have to do is aim with the Manual Aim Button held and , then throw a harpoon with the High Profile Button. Keep your target in sight as best as you can, and throw harpoons whenever you have a clear shot. Each hit depletes the animal's health bar. When a first harpoon connects, the prey will usually swim away, pulling your rowboat in the process. This tends to make the camera move a little, but is actually helpful: you can aim all further projectiles to the base of the rope, until it breaks and a new cycle begins. For nimble animals, you will often have to take their movement into account and aim a little ahead of them.

The more aggressive animals, such as the great white shark, will regularly attack the rowboat. You can repel them or limit the damage they cause by hitting them during their approach. Your health is represented by the strength of the rowboat: if its gauge is depleted, you are Desynchronized.

You will win the minigame by depleting your prey's health bar completely. Your reward is one unit of the hunting resource corresponding to the animal you killed.

Bones

In addition to standard hunting goods, successfully hunting or harpooning animals will also reward you with a single bone. These items can be sold for 50R, though this is a waste of a handy resource. Bones have a very useful function: they can be crafted at any time into Sleep Darts, Berserk Darts or, later in the story, Rope Darts. By keeping a large cache of bones in your inventory for tricky situations, this means that you can manually top up these ammo supplies without the need to loot bodies (which actually, as it stands, tends to be an unreliable source of such ammunition).

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Crafting

Crafting is the process of creating upgrades to Kenway's equipment by consuming ingredients obtained through hunting. The crafting operation itself is extremely simple. You do not need to find recipes or even visit a merchant, and there is no order to follow: simply open the Pause menu and select the upgrade of your choice before confirming.

Crafting Upgrades

Name	Effect/Capacity	Crafting Recipe
Health Upgrade I	Health +25%	Iguana Leather x2 (mandatory story upgrade)
Health Upgrade II	Health +25%	Deer Hide x2
Health Upgrade III	Health +25%	Jaguar Pelt x2
Health Upgrade IV	Health +25%	Great White Shark Bone x2
Pistol Holster II	Pistol +1	Ocelot Pelt x2 (mandatory story upgrade)
Pistol Holster III	Pistol +1	Humpback Whale Skin x2
Pistol Holster IV	Pistol +1	Crocodile Leather x2
Pistol Ammo Pouch I	Bullets +10	Wild Pig Hide x2
Pistol Ammo Pouch II	Bullets +10	Hammerhead Shark Bone x2
Smoke Bomb Pouch I	Bombs +5	Hutia Hide x2
Smoke Bomb Pouch II	Bombs +5	Rabbit Pelt x2
Rope Dart Pouch I	Rope Darts +5	Black Jaguar Pelt x2
Rope Dart Pouch II	Rope Darts +5	Crocodile Leather x2
Dart Pouch I	Darts +5 (both Blowpipe varieties)	Howler Monkey Skin x2
Dart Pouch II	Darts +5 (both Blowpipe varieties)	Killer Whale Skin x2
Sleep Dart I	Sleep duration +20 seconds	Black Jaguar Pelt x2
Sleep Dart II	Sleep duration +20 seconds	Great White Shark Bone x2
Berserk Dart I	Berserk duration +20 seconds	Bull Shark Skin x2
Berserk Dart II	Berserk duration +20 seconds	Capuchin Monkey Pelt x2
Hunter Outfit	Reduces the detection range of animals	Red Howler Monkey Skin x1, White Jaguar Pelt x1
Feline Pelt Outfit	-	Ocelot Pelt x1, Jaguar Pelt x1
Shark-Hunter Outfit	-	Bull Shark Skin x1, Hammerhead Shark Bone x1
Whaler Outfit	-	White Whale Skin x3
Sleep Dart	Darts +1	Bone x1
Berserk Dart	Darts +1	Bone x1
Rope Dart	Darts +1	Bone x1

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Reference & Analysis

Useful Combat Tactics

In this final combat-focused section, we offer a selection of useful tips and suggestions that will help you make the most of Kenway's abilities, and to adjust the difficulty of the combat system to suit your personal needs.

If you are finding a specific battle too challenging in later Sequences, and don't care for stealth tactics unless strictly necessary, **Berserk Darts** can be your salvation. Every time you tap with these equipped, you instantly and effectively remove a target from the equation, even the most challenging archetypes. After you strike a handful of enemies, you can usually run away, and the remaining "sane" enemies will be busy fighting their crazed former allies – and you can then step in to finish off survivors afterwards ( ). To make things easier during the opening stages of the brawl, you can parry by constantly holding , and simultaneously press to use the blowpipe. The only threat you have to pay attention to is firearms, which you can easily survive by using human shields.The **parry** move (hold) makes you practically invincible in many battles. Even if he is facing away from an incoming blow, Kenway will still block it. Whenever you feel completely outnumbered, or need to select a new tool to suit the situation, use this to buy a little time as you plan your next gambit. You can even move (though slowly) while parrying, which enables you to reposition Kenway to a more advantageous location. The only attacks that can break your defensive stance are ranged weapons (both grenades and firearm shots), axe strikes from Brutes, and very occasional grabs by an enemy (which you can counter by tapping).

Whenever a **grenade** is thrown, don't panic and feel the need to sprint away. You usually have ample time to plan your next move, though it's prudent to abandon an active Kill Streak to be safe – a lengthy kill animation can be problematic here. As the grenade comes to rest, other enemies tend to immediately cease their attacks and retreat, resuming direct hostilities only after it explodes. This is a feature that you can easily take advantage of. As soon as you notice that a grenade has been bowled by a Brute, be ready to deflect any final blows, then hold the High Profile Button to quickly move out of the blast radius and make the most of the few seconds of respite that this offers you. This can be invested in pistol headshots against the most dangerous foes among your opponents ( ) or Blowpipe dart strikes (both soporific and stimulant varieties). Alternatively, a Smoke Bomb dropped at the precise moment that a grenade first lands may freeze all affected enemies until the device explodes...In emergency situations, don't forget that **Smoke Bombs** offer an instant reprieve, and sufficient time for a handful of easy kills while your opponents choke in the cloud. Even against a large group of advanced archetypes, a couple of Smoke Bombs can be all it takes to emerge victorious.

Once you unlock it in Sequence 11, we strongly recommend that you experiment with the **Rope Dart**. Though it takes a little practice to master the timing and targeting, pressing will cause Kenway to pull any opponent to the ground ( ), enabling you to perform a finishing move and therefore initiate a Kill Streak. You can repeat this whenever your Kill Streak is interrupted.

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Collectibles

There are many types of collectibles in Assassin's Creed IV, each leading to very specific rewards. You can study the locations of collectibles in the Charts & Collectibles section of the Side Quests chapter.

Icon	Collectible Type	Notes	Reward
	Treasure Chests	Available in almost every locale in the Caribbean, including uncharted beaches and sandbars.	Money (usually anything between 200 to 300 R), and occasionally ammunition.
	Animus Fragments	Often harder to reach than chests, they are found on rooftops or in trees. They usually require brief sessions of climbing or free running to obtain.	Required to complete Abstergo Challenges and unlock cheats, as well as Emblems and Titles for the Multiplayer mode.
	Treasure Maps	Usually found on corpses lying on beaches.	Lead to buried chests (see the "Buried Chests" table).
	Buried Chests	Can only be found once you have the corresponding maps.	Usually 3,000 R to 4,000 R, plus occasional design plans for Jackdaw upgrades.
	Mayan Stones	Solve Mayan Stela puzzles where you must align an overlay with natural elements in the scene.	The Mayan Outfit, which repels enemy bullets.
	Song Sheets	See the separate "Song Sheets" entry.	New songs for the Jackdaw's crew to sing while you sail the Caribbean.
	Letters	Usually found on beaches.	Letters that can be read in the Animus Database and reveal details about the life of a previous Sage.
	Manuscript Pages	These are found in special containers that tend to be more heavily guarded than standard chests.	Excerpts from the mysterious Voynich Manuscript.

Buried Chests

Map Acquisition	Buried Chest Location
Havana	Havana
Great Inagua	Nassau
Isla Providencia	Long Bay
Cape Bonavista	Cape Bonavista
Petite Caverne	Tulum
Ambergris Key	Misteriosa
Anotto Bay	Principe
Misteriosa	Kingston
Pinos Isle	Cayman Sound
Tortuga	Matanzas
Abaco Island	Salt Lagoon
Corozal	Ambergris Key
Ile à Vache	Jiguey
Andreas Island	Abaco Island
Salt Lagoon	New Bone
Santanillas	San Juan
Cumberland Bay	Pinos Isle
Mariguana Island	Andreas Island
Cayman Sound	Petite Caverne
Kenway's Fleet	Cumberland Bay
Kenway's Fleet	Isla Providencia
Kenway's Fleet	Anotto Bay

Song Sheets

Song Sheets (also known as "shanties") are a special kind of collectible. They will begin to float away once Kenway moves within a certain range. You must time and direct your approach carefully to catch them before they disappear, which often entails free running over a very specific route. If you fail to catch a Song Sheet, note that they will respawn in their original position once you move away from the area where they appear. If you are close to a Fast Travel position (such as a nearby Viewpoint), jumping there via the main map can be a quick way to reset the collectible.

Every shanty you collect adds a song to the repertoire of the Jackdaw's crew. To make them sing or change song, simply press . You can make them stop singing at any time by tapping .

Crew Songs

Name	Availability
Running Down To Cuba	Havana: shanty #1
Billy Riley	Havana: shanty #2
Bully In The Ally	Havana: shanty #3
Spanish Ladies	Havana: shanty #4
The Coasts of High Barbary	Havana: shanty #5
Dead Horse	Havana: shanty #6
Darby Ram	Havana: shanty #7
Randy Dandy-O	Nassau: shanty #1
Leave Her, Johnny	Nassau: shanty #2
Drunken Sailor	Nassau: shanty #3
Paddy Doyle's Boots	Nassau: shanty #4
Cheerly Man	Nassau: shanty #5
Good Morning Ladies All	Kingston: shanty #1
Roll And Go	Kingston: shanty #2
Hi-ho Come Roll Me Over	Kingston: shanty #3
The Sailboat Malarkey	Kingston: shanty #4
Handy Me Boys	Kingston: shanty #5
Stormalong John	Kingston: shanty #6
So Early in the Morning	Cape Bonavista
Whiskey Johnny	Great Inagua Hideout: shanty #1
Wild Goose	Great Inagua Hideout: shanty #2
Fish In The Sea	Salt Key
Captain Kidd	Grand Cayman
The Rio Grande	Cat Island

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PRIMA GAMES

Reference & Analysis

Community Events

There are three special types of online-only events that can occur as you roam the Caribbean: social chests, royal convoys or white whales. If you happen to come close enough to any of them, the corresponding icon will appear on your screen, and will subsequently be shared with all your friends who play Assassin's Creed IV online (who will also be able to claim this opportunity). These usually lead to significant rewards.

In addition, online players can attempt to fulfill community challenges. These require the community of all Assassin's Creed IV players who play online to perform a specific action – for example, plunder a ship – a certain amount of times. You will be rewarded if the community meets the requirement and you contribute enough by completing your personal objective.

Icon	Collectible Type	Notes
	Social Chests	These work in the same fashion as standard chests, though they contain greater amounts of money (1,000-1,100 R).
	Royal Convoys	These function in much the same way as standard convoys, but with better rewards (10,000 R).
	White Whale	You can harpoon these like any other sea animals. Each will yield a White Whale Skin – it takes three of these to craft the Whaler Outfit.

Community Rewards

Feat	Reward
Complete community challenge #1	El Impoluto Figurehead (Jackdaw Appearance)
Complete community challenge #2	El Impoluto Wheel (Jackdaw Appearance)
Complete community challenge #3	Black and Red Sails (Jackdaw Appearance)
Complete community challenge #4	Persian Scimitars (for Kenway)
Complete community challenge #5	Captain's Wheellock Pistols (for Kenway)
Complete community challenge #6	Explorer Outfit (for Kenway)
Share a social chest	Scottish Broadsword (for Kenway)
	Governor's Outfit (for Kenway)
Destroy three royal convoys	Aquila Figurehead (Jackdaw Appearance)

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Reference & Analysis

The Economic System

Accumulating Wealth

The following summary offers a simple guide to the ways in which Kenway can accumulate funds to finance major purchases, with links to advice in other sections of the guide where applicable.

Treasure Chests:

Chests offer respectable sums of money, along with frequent trade items that are instantly turned into additional R. Opening chests also increases your total Synchronization rating. Certain special chests are considered as secret and offer special rewards, such as manuscript pages. Chests appear on the in-game maps once you've Synchronized the local Viewpoint. For uncharted chests, you must conquer the local fort to see them displayed on the Caribbean map. Finally, note that there are yet more chests to collect both in caves and shipwrecks (&).

Plundering Ships for Cargo:

Every time you defeat a ship, you can loot the merchandise on board (cargo and/or ammo, plus occasional sums of reales). You obtain the full stock if you take the time to board the ship, and only half of it if you sink the ship and loot the floating supplies. You can identify in advance the merchandise carried in any given ship by examining it through the spyglass. While three of the five cargo types are kept for Jackdaw upgrades, rum and sugar can be sold for a healthy profit. See the Naval Guide section for a selection of cargo grinding tips.

Treasure Maps:

Once collected, Treasure Maps lead to dig sites where Kenway can find substantial sums of reales (usually 3,000 R to 4,000 R) and, on occasion, design plans for Jackdaw upgrades. Earlier in the story, this can partly bankroll expensive Jackdaw upgrades that might otherwise only become practical investments in later Sequences. It's also a very fun side quest. We cover all Treasure Maps and dig sites in our massive Charts & Collectibles section.

Kenway's Fleet:

You can access the (online-only) Kenway's Fleet metagame from the captain's cabin on the Jackdaw, or via a second screen. Look to the Side Quests chapter for a full guide to this very lucrative metagame.

Attacking Convoys:

Convoys are small fleets that you can plunder to receive a reward, 2,000 R, 3,000 R, or 5,000 R depending on the convoy's difficulty. You can trigger the appearance of a convoy by buying information for 200 R at a local tavern.

Naval Forts:

There are 10 optional Naval Forts that you can conquer in the Caribbean. Doing so will provide you with welcome rewards: 1,000 R for Level 1/Easy forts, 3,000 R for Level 2/Medium, and 5,000 R Level 3/Hard forts. As an additional benefit, capturing a fort also reveals all icons in that zone of the in-game map (including collectibles in uncharted areas) within the region.

Warehouses:

There are various plantations and towns throughout the Caribbean that feature a warehouse. You can plunder these whenever they are full by first stealing a key and then opening the warehouse itself. This will net you small-to-medium quantities of all types of cargo, plus a monetary bonus if you manage to unlock the building without guards ringing an alarm bell. With practice, these can be a great way to turn a quick profit.

Selling Animal Products:

Hunting and harpooning animals enables you to acquire hunting goods that can be used to craft upgrades but, with that function satisfied, subsequent items can be sold directly to general stores and harbormasters.

Templar Hunt Rewards:

You can complete four Templar Hunts, with each story consisting of four individual missions (. Each mission fulfilled will grant a modest sum of reales – leading to a total reward of 3,050 for each complete set of four missions.

Assassin Contract Rewards:

You can obtain cash payments for completing each Assassin Contract. Each contract fulfilled leads to a reward of 1,000 R, plus an additional bonus if you do not trigger open conflict.

Naval Contracts:

Every time you conquer a fort, at least one Naval Contract becomes available there. Completing these naval missions will lead to rewards of 1,200R to 2,400 R, depending on their difficulty.

Couriers:

Catching these fleet-footed individuals by tackling or killing them after a chase leads to a nominal financial reward, as well as generous quantities of ammo. Given the difficulty of the pursuit, this should be regarded as an amusing or challenging diversion – not a practical means of generating income.

Pickpocketing & Looting:

The sum of coins and items you obtain through pickpocketing and looting is always nominal: no more than a handful of coins. However, as most guards relinquish practical items (particularly ammunition) when looted, this enables you to avoid spending your riches on ammunition (and repeated trips to general stores).

Minigames:

In most taverns, you will find opportunities to play the Fanorona, Morris, or Checkers minigames. If you win, you can double a placed wager. This cannot be seen as a reliable way to grind money, however.

Economy Overview

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The Great Inagua Hideout

From Sequence 04 onwards, the Great Inagua hideout becomes Kenway's headquarters. The facility and aesthetic upgrades available for purchase here are money sinks: in terms of practical value, investment in the Jackdaw and, later, Kenway's equipment represent far better use of your accumulated riches. Instead, consider this a late-game project when you have a steady income from the Kenway's Fleet metagame and have more money than you can otherwise hope to spend.

Cove Upgrades

Upgrade	Price (R)	Feature Unlocked
Harbormaster	500	The harbormaster shop is unlocked on the pier.
Tavern	3,500	The tavern is unlocked on the pier.
General Store	700	The general store is unlocked on the pier.
Brothel	15,000	You can hire dancers for free anywhere in the Caribbean.
Campfire	7,000	You can hire drunken pirates for free anywhere in the Caribbean.
Manor – Facade	6,000	-
Manor – Tower and Gardens	18,000	-
Manor – Guest House	40,000	-

Ship Models

Pieces of Art Sold in General Stores

Name	Price (R)
Bat-Nosed Figurine	500
Deity Figurine	800
Eagle Figurine	1,000
Earth Monster Relief	1,125
Taino Bust	1,300
Bust of a Water Deity	1,500
Jar with Ritual Scene	1,750
Maize Deity	1,900
Pectoral Disk	2,100
Pedestal Bowl	2,250
Seated Zemi Figure	2,400
Standard Bearer	2,500
Tripod Vessel with Date Glyph	2,650
Triptych	2,700
Vulture Vessel	3,000

Pieces of Art Obtained via Kenway's Fleet

Name	Mission
Whydah Gally-style Bell	Barcelona
Wooden Term Statue of St. Livertin	Bissau
Joined Armchair with Cushion	Boston
Harbour Scene at Sunset	Brest
Saint Jerome as Cardinal	Brest
An English Ship in Action with Barbary Vessels	Bristol
Map of the World	Canary Islands
Violoncello	Canary Islands
Parade Helmet à l'Antique	Cape Town
Drum	Casablanca
Bracelet	Charleston
The Flight into Egypt	Dakar
Oboe	Galway
The Burning of the "Royal James" at the Battle of Solebay	Galway
Vanitas Still-life	Gibraltar
Kast Cupboard	James Town
Goa Stone Container	Lisbon
Merry Company	London
Nymphs By A Fountain	London
Scherer's 1700 Globe	London
Head of an Oba	Luanda
Turkish Copper Field Flask	Marseille
Mirror Back	Monte Video
Jar with Four Faces	New Orleans
Clock	New York
Baroque Guitar	Oporto
Silver Two-handed Bowl	Philadelphia
Beaver Pelt	Quebec
British Silver Teapot	Quebec
Trumpet	Rio de Janeiro
Yoke-Form Vessel	Salvador
Commode	St John's
Cabinet	St-Malo
Wooden Term Statue of St. Adrian	St-Malo
Chalice	Veracruz

Model	Unlock Condition
The Jackdaw	Get the Jackdaw.
Nosso Senhor da Compreensao	Take the helm of the "Nosso Senhor da Compreensao".
The Revenge	Take the helm of "The Revenge".
Queen Anne's Revenge	Take the helm of the "Queen Anne's Revenge".
The Eldorado	Take the helm of "The Eldorado".
Spanish Gunboat	Sink a Spanish gunboat.
Spanish Schooner	Sink a Spanish schooner.
Spanish Brig	Sink a Spanish brig.
Spanish Frigate	Sink a Spanish frigate.
Spanish Man o' War	Sink a Spanish man o' war.
English Gunboat	Sink an English gunboat.
English Schooner	Sink an English schooner.
English Brig	Sink an English brig.
English Frigate	Sink an English frigate.
English Man o' War	Sink an English man o' war.
El Impoluto	Sink "El Impoluto".
HMS Prince	Sink the "HMS Prince".
La Dama Negra	Sink "La Dama Negra".
Brothers in Arms	Sink the "Brothers in Arms".

You can play minigames in the various taverns throughout the Caribbean. They offer a fun way to take a break from the main storyline or the more challenging side quests. For each game that you win, you will receive twice the amount of reales that you put forward as a wager beforehand.

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Fanorona

Locations:

Beginner: Nassau

Intermediate: Kingston

Expert: Ile à Vache

Rules:

Your goal is to capture all of your opponent's pieces by moving toward or away from them. When a piece is taken, all consecutive pieces behind that piece will also be captured.

Capturing moves are mandatory. If a capturing move is possible after taking pieces, a player can keep chaining moves until no further captures are possible.

If no capturing move is available, the player can move one piece to a neighboring empty slot.

It is forbidden to move a piece to the same slot twice in one turn.

Tips:

The opening you choose is critical, and has long-term consequences on each game. There are four possible openings: one vertical, one horizontal, and two diagonal. Broadly speaking, the diagonal openings lead to close games, where it takes time to empty the board of its pieces. Conversely, the vertical opening weakens the second line of whoever uses it, leading to shorter games. Finally the horizontal opening is a balanced compromise.

When you capture multiple pieces in one move, this has the initial advantage of putting you in the lead, but it creates open spaces that your opponent might be able to use to counterattack.

Sometimes it makes more sense to capture fewer pieces, but move your own piece to a safe position (inside a diamond rather than on a cross), or to a position where it blocks your opponent's potential moves.

When you reach the end of a game, try to move your remaining pieces towards the center of the board. In the center, you have far more tactical options than on a border or, worse, in a corner.

To win a game, it can be useful to sacrifice one of your own pieces to force your opponent's pieces towards the outer edge of the board (via an "away" capture), enabling you to corner them.

Six/Nine/Twelve Men's Morris

Locations:

Beginner: Crooked Island, Arroyos

Intermediate: Andreas Island, Salt Key Bank, Corozal

Expert: Kingston

Rules:

Your goal is to leave the opponent with less than three pieces or block all possible moves.

Form "mills" to capture enemy pieces. A mill is formed when three of your pieces are placed in a straight line. Forming a mill enables you to take an enemy piece of your choice that is not already part of a mill.

In the **Placement Phase**, players place their pieces one after the other in any empty slot on the board. During the **Movement Phase**, players take turn moving their pieces to a neighboring empty slot. When a player is left with only three pieces (**Flying Phase**), he or she can move them to any empty slot on the board.

Tips:

Try to put your pieces on intersections, as this is where you will have the most tactical options.

Once you have secured an intersection, work your way towards opening two possible mills at the same time. Your opponent will only be able to block one, enabling you to create the mill in the other position.

Checkers

Locations:

Beginner: Havana

Intermediate: Great Inagua Hideout (tavern renovated)

Expert: Grand Cayman

Rules:

Your goal is to capture all of your opponent's pieces or block all his possible moves. You can capture opposing pieces by jumping over them into an empty space.

Pieces can only move diagonally on black squares, in the direction of the opponent's side of the board. Capturing moves are mandatory. If a capturing move is possible after taking an opposing piece, the player must keep chaining moves until no further captures are possible. A piece that reaches the line furthest from the player becomes a king. A king can move diagonally forward and backward, making it an extremely powerful piece.

Tips:

A key checkers technique is understanding that you can force your opponent to perform certain moves by sacrificing your own pieces, as capturing moves are mandatory. Though this can seemingly put you at a disadvantage, forward planning and manipulation of your opponent can enable you to control a game.

Pieces on the edge and corners of the board have a very limited range of possible movements. In most cases, it is therefore better to occupy squares in a more central position, and to try to trap your opponent on the outside of the board.

Never be afraid to sacrifice your pieces. All that matters is that you end up in a stronger position later in the game. For instance, sacrificing two pieces to have a chance to capture one, but obtain a king, is worthwhile in most instances, as a one-piece deficit is easily overcome by the tactical opportunities offered by a king.

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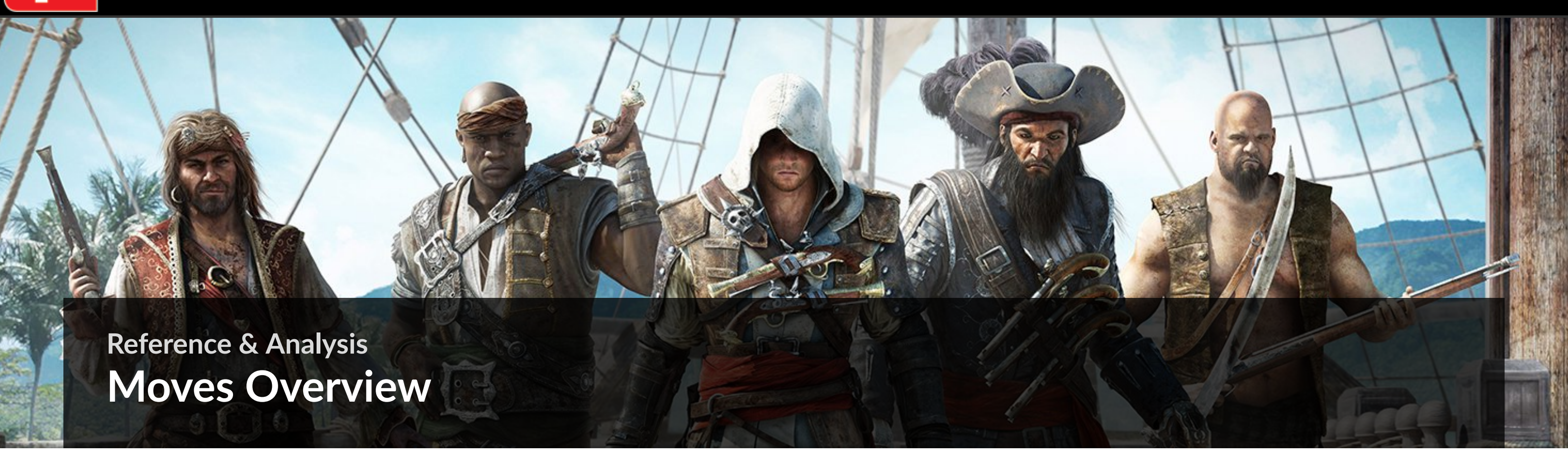

Reference & Analysis

Moves Overview

Basic Moves & Functions

Move	Xbox 360 & Xbox One	PS3	PS4	Wii U	Standardized Term
Walk/Move	Hold	Hold	Hold	Hold	Hold
Fast Walk	Hold +	Hold +	Hold +	Hold +	Hold +
Look/Control Camera					
Run/Free Run	Hold +	Hold +	Hold +	Hold +	Hold + High Profile Button
Manual Jump/Leap of Faith	Hold + +	Hold + +	Hold + +	Hold + +	Hold + High Profile Button +
Jump Up	Hold , press and release	Hold , press and release	Hold , press and release	Hold , press and release	Hold High Profile Button, press and release
Breaking A Fall (Forward Roll)	Hold forward	Hold forward	Hold forward	Hold forward	Hold forward
Stealth Assassinations					
High Profile Assassinations	Hold +	Hold +	Hold +	Hold +	Hold High Profile Button +
Free Aiming	Hold , aim with	Hold , aim with	Hold , aim with	Hold , aim with	Hold Manual Aim Button, aim with
Fire (While in Free Aiming mode)					High Profile Button
Synchronize (on Viewpoint)					
Eagle Sense	(Toggle On/Off)	(Toggle On/Off)	(Toggle On/Off)	(Toggle On/Off)	(Toggle On/Off)
Interact					
Whistle (while in a hiding place, Stalking Zone, or behind a corner)					
Loot/Pickpocket	Hold	Hold	Hold	Hold	Hold
Pick Up/Drop Body or Weapon					
Use Tool					
Quick Inventory					
Collectible List	Hold	Hold	Hold	Hold	Hold Collectibles Button

Climbing and Leaping

Move	Xbox 360 & Xbox One	PS3	PS4	WII U	Standardized Term
Start Climbing	Hold +	Hold +	Hold +	Hold +	Hold + High Profile Button
Climb					
Climb Ladder/Switch Side					
Look Down From Raised Surface	Hold forward	Hold forward	Hold forward	Hold forward	Hold forward
Ledge Drop/Beam Drop	Hold , press	Hold , press	Hold , press	Hold , press	Hold , press
Drop/Let Go					
Catch Back	Hold towards surface	Hold towards surface	Hold towards surface	Hold towards surface	Hold towards surface
Beam Shimmy					
Vault/Drop	Hold + +	Hold + +	Hold + +	Hold + +	Hold + High Profile Button +
Back Eject	Release , hold , press	Release , hold , press	Release , hold , press	Release , hold , press	Release , hold High Profile Button, press
Side Eject	Hold , tilt left/right, press	Hold , tilt left/right, press	Hold , tilt left/right, press	Hold , tilt left/right, press	Hold High Profile Button, tilt left/right, press
Wall Run	Hold , tilt in required direction	Hold , tilt in required direction	Hold , tilt in required direction	Hold , tilt in required direction	Hold High Profile Button, tilt in required direction
Back Eject/Side Eject While Wall Running	Hold , tilt in required direction, press	Hold , tilt in required direction, press	Hold , tilt in required direction, press	Hold , tilt in required direction, press	Hold High Profile Button, tilt in required direction, press
Swing On Pole	Hold , push	Hold , push	Hold , push	Hold , push	Hold High Profile Button, push
Turn On Pole	backwards	backwards	backwards	backwards	backwards
Leap Of Faith	+ +	+ +	+ +	+ +	+ High Profile Button +

Camera & Interface

Move	Xbox 360 & Xbox One	PS3	PS4	WII U	Standardized Term
Center Camera/Switch Shoulder (Free Aiming)					
Display Map	(Xbox 360) (Xbox One)		Click Touchpad		Map Button
Pause Menu	(Xbox 360) (Xbox One)		Options Button		Pause Button

Combat

Move	Xbox 360 & Xbox One	PS3	PS4	WII U	Standardized Term
Attack					
Combo	, repeat in sequence	, repeat in sequence	, repeat in sequence	, repeat in sequence	, repeat in sequence
Tool/Ranged Weapon					
Break Defense					
Parry/Block	Hold	Hold	Hold	Hold	Hold
Counter					
Counter Kill	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press
Counter Throw	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press
Special Counter	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press
Counter Disarm	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press	After initiating a counter, press
Counter Grab	As an enemy grabs you, press	As an enemy grabs you, press	As an enemy grabs you, press	As an enemy grabs you, press	As an enemy grabs you, press
Finish Enemy On Ground					
Reload					Reload Button
Escape Fight	Hold +	Hold +	Hold +	Hold +	Hold + High Profile Button
Tackle	Hold + , press	Hold + , press	Hold + , press	Hold + press	Hold + High Profile Button, press

Swimming

Move	Xbox 360 & Xbox One	PS3	PS4	WII U	Standardized Term
Swim					
Swim Faster	Hold +	Hold +	Hold +	Hold +	Hold + High Profile Button
Stealth Swim	Hold (+)	Hold (+)	Hold (+)	Hold (+)	Hold (+)
Lunge Up (Underwater)					
Climb Out Of Water	+	+	+	+	+ High Profile Button

Naval Controls

Move	Xbox 360 & Xbox One	PS3	PS4	WII U	Standardized Term
Steer					
Control Camera / Align Targeting Lines					
Use Spyglass					Reload Button
Zoom With Spyglass					
Aim Cannon	Hold	Hold	Hold	Hold	Hold Manual Aim Button
Fire Cannon					High Profile Button
Heavy Shot	(with the camera looking to either side)	(with the camera looking to either side)	(with the camera looking to either side)	(with the camera looking to either side)	High Profile Button (with the camera looking to either side)
Chain Shot	(with the camera looking forwards)	(with the camera looking forwards)	(with the camera looking forwards)	(with the camera looking forwards)	High Profile Button (with the camera looking forwards)
Fire Barrels	(with the camera looking backwards)	(with the camera looking backwards)	(with the camera looking backwards)	(with the camera looking backwards)	High Profile Button (with the camera looking backwards)
Mortar	Hold , aim with , fire with	Hold , aim with , fire with	Hold , aim with , fire with	Hold , aim with , fire with	Hold Reload Button, aim with , fire with High Profile Button
Brace	Hold	Hold	Hold	Hold	Hold
Swivel Gun	Hold , release when the reticle is aligned	Hold , release when the reticle is aligned	Hold , release when the reticle is aligned	Hold , release when the reticle is aligned	Hold , release when the reticle is aligned
Slow Down					Face
Speed Up					
Change Shanty					
Stop Shanties					
Take/Release Wheel	Hold	Hold	Hold	Hold	Hold

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Reference & Analysis

Achievements & Trophies

The following tables offer a range of prompts and tips to help readers obtain a full haul of Achievements and Trophies.

Main Story Milestones

Icon	Name		Trophy	Unlock Condition
	Heroes Aren't Born	10	Bronze	Complete Sequence 01.
	Good While It Lasted	20	Bronze	Complete Sequence 02.
	A Pirate's Life For Me	20	Bronze	Complete Sequence 03.
	No Apologies	20	Bronze	Complete Sequence 04.
	Death Of A Salesman	20	Silver	Complete Sequence 05.
	Mixing Up The Medicines	20	Silver	Complete Sequence 06.
	The Hammer Falls	20	Silver	Complete Sequence 07.
	Adrift	20	Silver	Complete Sequence 08.
	A New Hope	20	Silver	Complete Sequence 09.
	My Elusive Fortune	20	Silver	Complete Sequence 10.
	Been Down So Long...	20	Silver	Complete Sequence 11.
	Just Like Starting Over	20	Silver	Complete Sequence 12.
	Saw That One Coming...	50	Gold	Complete Sequence 13.
	Routine Hacking	20	Bronze	Complete Present 02.
	Getting Weird Around Here	20	Bronze	Complete Present 03.
	Bunker Buddies	20	Bronze	Complete Present 04.
	It's All Good	20	Bronze	Complete Present 05.

Side Quests & Optional Accomplishments

Icon	Name		Trophy	Unlock Condition
	By The Book	50	Silver	Complete all main story Memories with a 100% Synchronization rating. Use the Walkthrough chapter for any mission where you struggle to complete the Optional Objectives. You can find a checklist of all Memories overleaf.
	Owned	10	Bronze	Find all collectibles and complete all side quests in one location.
	Vault Raider	30	Bronze	Collect all 16 Mayan Stones and unlock the secret door in Tulum.
	Killer Killer	10	Bronze	Harpoon a Killer Whale.
	Help A Brother Out	20	Bronze	Complete a Templar Hunt.
	Sea Legs	30	Bronze	Complete all Naval Contracts.
	King Of The Castle	30	Silver	Conquer all 11 forts.
	Employee Of The Month	30	Bronze	Complete 25 Abstergo Challenges.
	Redingote Up!	10	Bronze	Craft the Hunter Outfit. This requires Red Howler Monkey Skin x1 and White Jaguar Pelt x1.
	Business And Pleasure	20	Bronze	Earn a total of 5,000R by completing missions in Kenway's Fleet.
	Devil Of The Caribbean	40	Silver	Defeat all Legendary Ships.
	Destroyer	40	Silver	Buy all Jackdaw upgrades.
	Seven Deadly Seas	10	Bronze	Explore all 10 underwater shipwrecks.
	Barfly	30	Silver	Unlock all 11 taverns.
	FTFY	10	Bronze	Buy all Great Inagua hideout upgrades.
	Cartographer	20	Bronze	Visit all "charted" locations in the game. This refers to the locations represented by an icon on the in-game map. See our map directory.
	Ghost In The Machine	10	Bronze	Hack 15 computers in the present day.
	Sharing Is Caring	10	Bronze	Share each type of discovery sharing event to friends once.
	Excavator	10	Bronze	Find a single Buried Chest.

UNIQUE FEATS

Icon	Name		Trophy	Unlock Condition
	Hungover	10	Bronze	Drink 10 glasses of rum in a row in a tavern by interacting with the bottle. It's usually found on the right-hand side of the bar.
	Silence, Fool!	5	Bronze	Kill a guard as he stands poised (or just begins) to ring an alarm bell. This is easy to accomplish if you visit any warehouse location (Cat Island in particular).
	Mer-man	10	Bronze	Swim for a total of 3km. This is a late-game accomplishment, though you should unlock it in the process of visiting all marked locations on the Caribbean map.
	Thug Life	30	Bronze	Plunder 30 ships. Dedicated pirates may obtain this as early as Sequence 04.
	Cannon Fodder	5	Bronze	Recruit a total of 500 crew members. This is a cumulative figure that presumes a fair number of boarding actions, so it will pop up much later than "Thug Life".
	All Aboard!	30	Bronze	Complete a full boarding on a brig, a frigate or a man o' war without losing any crew members. This is easiest during an attack on a brig: if you use your five swivel gun shots wisely, aiming for powder reserves, you can kill the specified 10 enemy sailors before your crew set foot on board. If you are short by a man or two, use pistol fire.
	Siren Song	20	Bronze	Use dancers to distract Gunners aiming at pirate prisoners during any random "save pirates" event. You can find appropriate locations in Havana, Kingston and, from Sequence 07, Nassau.
	Wild West Indies	20	Bronze	Kill four enemies in quick succession using pistols. This requires that you craft all available Pistol Holsters. Attack a group of enemies composed of basic soldiers only, and simply kill four of them in a row with pistol shots. Havana features many suitable locations to achieve this feat.
	Roped In	10	Bronze	Perform five air assassinations from a swinging rope. This can be achieved during boarding sequences.
	Prizes, Plunder, and Adventure!	-	Platinum	Get every Trophy (PS3 and PS4 only).

MULTIPLAYER

Icon	Name		Trophy	Unlock Condition
	Personal Bag Of Tricks	10	Bronze	Finish a game session with an Ability Set that you customized.
	Master Of The Caribbean	10	Bronze	Complete Wolfpack's Discovery Mode.
	Lab Technician	10	Bronze	Play and complete a public Game Lab game session.
	All Rounder	20	Bronze	Play on every game mode, and use every Ability and Ranged Weapon once.
	Committed To The Cause	30	Silver	Reach Level 55.

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Reference & Analysis

Mission Checklists

Main Missions

Sequence	Memory	Reward (R)
01	01	-
02	01	-
	02	-
	03	500
	04	1,000
	05	-
	06	700
03	01	-
	02	400
	03	-
	04	-
	05	-
	06	-
	07	-
04	01	-
	02	-
	03	-
	04	-
05	01	-
	02	-
	03	1,000
06	01	-
	02	-
	03	900
07	01	-
	02	-
	03	1,000
	04	-
08	01	-
	02	-
	03	-
09	01	-
	02	2,000
10	01	1,500
	02	-
	03	-
11	01	-
	02	-
	03	-
12	01	1,000
	02	1,000
	03	2,000
	04	2,000

Side Missions

Templar Hunts

Name	Mission	Reward (R)	Final Reward
01: **Opía Apito**	01	350	Templar Armor (by opening the locked cage in the Great Inagua manor).
	02	500	
	03	700	
	04	1,500	
02: **Rhona Dinsmore**	01	350	
	02	500	
	03	700	
	04	1,500	
03: **Anto**	01	350	
	02	500	
	03	700	
	04	1,500	
04: **Vance Travers**	01	350	
	02	500	
	03	700	
	04	1,500	

Assassin Contracts

Name	Reward
Kingston – Contract 01	Each contract fulfilled will pay you 1,000R, plus an additional bonus if you do not trigger open conflict.
Kingston – Contract 02	
Kingston – Contract 03	
Kingston – Contract 04	
Kingston – Contract 05	
Kingston – Contract 06	
Havana – Contract 07	
Havana – Contract 08	
Havana – Contract 09	
Havana – Contract 10	
Havana – Contract 11	
Havana – Contract 12	
Nassau – Contract 13	
Nassau – Contract 14	
Arroyos – Contract 15	
Arroyos – Contract 16	
New Bone – Contract 17	
Corozal – Contract 18	
Crooked Island – Contract 19	
Crooked Island – Contract 20	
Grand Cayman – Contract 21	
New Bone – Contract 22	
Ile à Vache – Contract 23	
Ile à Vache – Contract 24	
Andreas Island – Contract 25	
Salt Key Bank – Contract 26	
Andreas Island – Contract 27	
Salt Key Bank – Contract 28	
Grand Cayman – Contract 29	
Corozal – Contract 30	

Forts

Name	Reward (R)	Rewards
Fort Punta Guarico	1,000	Various chests containing money, cargo or ammo for the Jackdaw, including high-yield ones, and containers with design plans for Jackdaw upgrades.
Fort Dry Tortuga	1,000	
Fort Eleuthera	1,000	
Fort Gibara	1,000	
Castillo de Jagua	3,000	
Fort Conttoyor	3,000	
Fort Cabo de Cruz	3,000	
Fort Navassa	3,000	
Fort Charlotte	5,000	
Fort Chinchorro	5,000	
Fort Serranilla	5,000	

Collectibles

Icon	Collectible Type	Reward
	Treasure Chests	Money (usually anything between 200 R to 300 R), and occasionally ammo.
	Animus Fragments	Required to complete Abstergo Challenges and unlock cheats, as well as Emblems and Titles for the Multiplayer mode.
	Treasure Maps	Lead to Buried Chests.
	Buried Chests	3,000 to 4,000 R, plus occasional design plans for Jackdaw upgrades.
	Mayan Stones	The Mayan Outfit.
	Song Sheets	Songs for the Jackdaw's crew.
	Letters	Letters that can be read in the Animus Database and reveal details about the life of a previous Sage.
	Manuscript Pages	Excerpts from the mysterious Voynich Manuscript.
	Viewpoints	Synchronizing Viewpoints unfogs the map in the corresponding area.

Naval Contracts

Name	Reward (R)	Final Reward
Naval Contract 01	1,800	Golden Flintlock Pistols
Naval Contract 02	1,800	
Naval Contract 03	1,200	
Naval Contract 04	1,800	
Naval Contract 05	1,200	
Naval Contract 06	2,400	
Naval Contract 07	2,400	
Naval Contract 08	1,800	
Naval Contract 09	2,400	
Naval Contract 10	2,400	
Naval Contract 11	2,400	
Naval Contract 12	2,400	
Naval Contract 13	1,200	
Naval Contract 14	2,400	
Naval Contract 15	1,800	

Underwater ShipwreckS & Caves

Name	Reward
Kabah Ruins	Various chests containing money, cargo or ammo for the Jackdaw, including high-yield ones, and containers with design plans for Jackdaw upgrades.
Devil's Eye Caverns	
La Concepcion Shipwreck	
The Blue Hole	
San Ignacio Wreck	
Antocha Shipwreck	
The Black Trench	
Petite Caverne	
Jiguey	
Ambergris Key	
San Juan	
Anotto Bay	

Taverns

Name	Rewards
Havana	Finding all taverns unlocks an Achievement/Trophy and gives you access to all possible minigame partners.
Nassau	
Kingston	
Long Bay	
Great Inagua	
Arroyos	
Salt Key Bank	
Crooked Island	
Grand Cayman	
Andreas Island	
Corozal	
Ile à Vache	

Warehouses

Name	Reward
Cat Island	Plundering these will net you variable quantities of cargo, as well as a monetary bonus if you unlock the warehouse building without a guard ringing an alarm bell.
Matanzas	
New Bone	
Tortuga	
Nassau	
Havana	
Kingston North	
Kingston South	

Legendary Ships

Name	Rewards
El Impoluto	You receive 20,000R upon defeating each ship. Sinking all four unlocks the Devil Of The Caribbean Achievement/Trophy.
La Dama Negra	
HMS Prince	
The Brothers-In-Arms	

Abstergo Challenges

Name	Reward
Assassin	Completing Abstergo Challenges incrementally unlocks cheats, as well as Emblems, Portraits and Titles for the Multiplayer mode.
Pirate	
Explorer	
Fighter	
Hunter	
Golden Boy	
Simulation	

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Side Quests

Completion Timeline

In this all-encompassing reference section we provide guidance for every last side quest in Assassin's Creed IV. We also embark on a tour of all potential destinations, documenting the locations of every last collectible item in addition to assorted points of interest.

SPOILER WARNING: Though we have taken every step to avoid story spoilers, it should go without saying that this chapter openly discusses feature unlocks, concepts and locations that you may not have encountered yet during your playthrough. If you are averse to gameplay spoilers, you can use the vertical navigation tab, the index at the end of the book, or our map directory to locate and jump to information of interest without studying sections that aren't pertinent to your current position in the story.

This diagram provides an overview of all major feature unlocks in the storyline and offers advice on when key game developments occur, such as the availability of new areas or upgrades. You can use this to plan your approach to optional activities separate to the main storyline, and as a jumping-off dance in this chapter and other sections of the guide.

The Great Tour

As most destinations on the Caribbean map are not visited during the main storyline (with many that are serving as brief waypoints), the process of exploring this huge play area and exploiting its riches is entirely down to you. As it happens, there is a logical route (pictured here) that will enable you to plunder each destination (and its surrounding seas) to fund Jackdaw upgrades that will help Kenway's vessel to contend with the greater challenges that lie ahead.

The optimal time to begin this grand journey is in Sequence 06, after you obtain the Diving Bell, though you can begin the northern leg of the tour as early as Sequence 03, and potentially conquer all forts, with the exception of Punta Guarico, in Sequence 04.

Your priorities during this epic journey are as follows:

- Spend every coin you make on Jackdaw upgrades. Success begets success: the more powerful your ship is, the easier it is to take prizes and purchase further enhancements.
- When you start in each zone, conquer its fort first. This unfogs the map for the zone, provides additional funds, and removes a Restricted Area.
- Though power gamers seeking full 100% completion will search for all collectibles, those less enamored with the process of picking up every last object should still make Treasure Maps a priority: these offer tens of thousands of reales in total. Treasure Chests also gradually contribute a significant sum to Jackdaw upgrades.
- Always take the time to prey on regional shipping as you sail between the islands, particularly vessels carrying wood and metal (the primary resources consumed by Jackdaw upgrades).
- Completing Naval Contracts as they become available can contribute a quite sizable sum of reales and not inconsiderable quantities of valuable cargo. You may need to skip high difficulty missions until later.
- Start sending more powerful vessels to Kenway's Fleet as soon as you reasonably can. This will enable you to generate substantial amounts of money.

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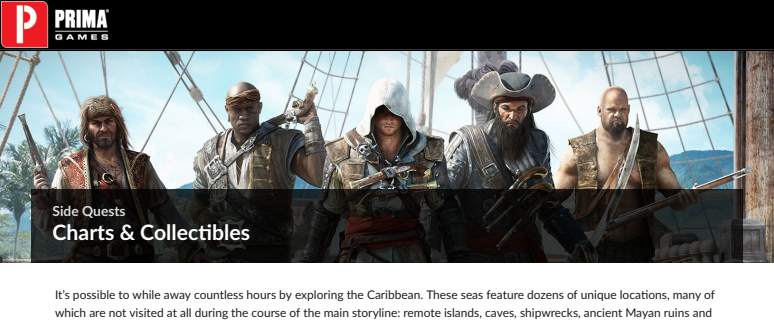
Side Quests

Charts & Collectibles

It's possible to while away countless hours by exploring the Caribbean. These seas feature dozens of unique locations, many of which are not visited at all during the course of the main storyline: remote islands, caves, shipwrecks, ancient Mayan ruins and burgeoning settlements where you can purchase supplies.

Though your agency, curiosity and cupidity are restricted by Desynchronization boundaries in Sequence 03, completing the double-bill of main story Memories that begins with "A Single Madman" and ends with "This Old Cove" at the beginning of Sequence 04 is all you need achieve to unlock the entire Caribbean map. With only three potential destinations off-limits until later story developments, you could spend days venturing between the many islands… and still not see all that the entire area has to offer.

Navigation Tips

Before we continue with our guide to every major location in the Caribbean, we should remind you how to make a permanent mark upon it. While **Viewpoints** are used to unfog the map and reveal collectibles for each locality (usually one for smaller islands, perhaps a handful for larger destinations, and several for cities), you must conquer **Naval Forts** to reveal portions of the wider map. If you look closely, you will notice that the Caribbean is divided into 11 zones. Each of these corresponds to a local fort. Complete the objectives to take that base by force, and all undiscovered locations within the zone will be automatically revealed on the map. In addition, all uncharted collectibles – that is, those that appear on isolated sand bars and beaches – are also documented.

The following points will also help you during your travels:

- The coordinates system employed in the game is extremely easy to use. Each point (and therefore location) on the map has a unique set of coordinates expressed as "xxx,yyy". 0,0 is in the southwest corner; 1000,1000 in the northeast.
- The poster supplied with this guide provides a fantastic overview of the entire Caribbean region. It's especially useful for plotting a route between uncharted collectibles.
- All vessels and sea creatures that you will encounter are broadly determined by the fort zone that you are traveling through. We dedicate a page to each zone, with guidance on what you might encounter within the borders of its unique region.
- Remember that every location that you visit (and Viewpoint that you Synchronize with) is a potential Fast Travel destination.

Hunting Collectibles: Useful Tips

- The custom marker function on the main map is phenomenally useful when you are looking for collectibles. The icon for the item in question is physically displayed on the screen when you look in its direction, even if it is obstructed by walls or is too distant to behold.
- Items above or below Kenway's current position are slightly grayed-out on the mini-map. If in doubt, always visit the main map to apply a custom marker – these help to solve any elevation-based doubts in seconds.
- Once you have picked up all collectibles and completed side quests local to a specific area, its icon appears in gold on the main map. There is also a brief fanfare and an automatic display of the information provided by the Collectibles Button to herald this achievement.
- Even if you have yet to conquer a fort in a Caribbean zone, sailing close to a beach or sandbar that features a collectible item will lead to a prompt to press I to view that location. This also serves to permanently mark the item in question on your map.
- Finding all dig sites for Treasure Maps is hugely rewarding, and this is something that we cover in great detail (including classic "X marks the spot!" pictures) throughout this section.

Elite Design Plan Directory

Many top-tier Jackdaw upgrades can only be purchased once you have acquired a requisite design plan from a specific location. This table documents all steps required to collect all "Elite" design plans.

Elite Design Plans

Upgrade	Further Information
Elite Hull Armor	Open a specific Treasure Chest in the San Ignacio Wreck (visited during a main story Memory).
Broadside Cannons – Elite Set	Open a specific chest while exploring the The Blue Hole underwater shipwreck.
Elite Ram	Open a specific chest while exploring the La Concepcion Shipwreck
Elite Round Shot Strength	Open a specific chest while exploring the Kabah Ruins underwater shipwreck.
Elite Mortars	Open a specific chest while exploring the Antocha Shipwreck.
Elite Swivel Guns	Open a specific chest while exploring the Devil's Eye Caverns underwater shipwreck.
Elite Heavy Shot Strength	Find the Treasure Map while exploring the Ambergris Key cave, then visit Misteriosa to dig.
Elite Fire Barrel Strength	Collect the Treasure Map from Santanillas, then visit San Juan to dig.
Elite Heavy Shot Storage	Pick up the Treasure Map from Cayman Sound then go to Petite Caverne to dig
Elite Mortar Storage	Obtain the Treasure Map from Tortuga and visit the dig site at Matanzas.
Elite Fire Barrel Storage	Obtain the Treasure Map from Kenway's Fleet then visit Isla Providencia to dig.
Elite Harpoon Strength	Collect the Treasure Map from Mariguana Island, then excavate the chest from Andreas Island.

Legend

Icon	Collectible Type	Reward
	Chest	Money (usually anything between 200 to 300), and occasionally ammo.
	Animus Fragment	Required to complete Abstergo Challenges and unlock cheats, as well as Emblems and Titles for the Multiplayer mode. Animus Fragments are often found on rooftops or in trees, and usually require brief sessions of climbing or free running to obtain. If they appear suspended in the air, a Leap of Faith is usually required to reach them.
	Treasure Map	These are found next to cadavers. They lead to buried chests.
	Buried Chest	Design plans for the Jackdaw's elite upgrades, and 3,000 to 4,000 . Buried chests can only be excavated once you have the corresponding Treasure Maps.
	Mayan Stone	Reward for the Mayan Stela puzzles, where you must align an overlay with natural elements in the scene. Once you have them all, they unlock the Mayan Outfit.
	Song Sheet	New songs for the Jackdaw's crew to sing while you sail the Caribbean. Song Sheets (also known as "shanties") will begin to float away once Kenway moves within a certain range. You must time and direct your approach carefully to catch them before they disappear, which often entails free running over a very specific route.
	Letter	Letters that can be read in the Animus Database. These reveal details about the life of a previous Sage.
	Manuscript Page	Visual excerpts from the mysterious Voynich Manuscript that can be studied via the Animus Database. These are always guarded, and appear in the center of a small Restricted Area.
	Viewpoint	Synchronizing Viewpoints unfogs the map in the corresponding area.
	Tavern	After a mandatory fist fight to "unlock" it, each tavern enables you to access three features: hiring crew members, playing minigames, and buying information about convoys to plunder.
	Templar Hunt	Completing all four Templar Hunts will reward you with the keys required to unlock the Templar Armor in the Great Inagua hideout.
	Assassin Contract	Each contract fulfilled offers a reward of 1,000 , plus an additional bonus if you do not trigger open conflict.
	Naval Contract	Completing these missions leads to a reward of 1,200 to 2,400 , depending on their difficulty.
	Warehouse	Plundering these will net you small-to-medium amounts of all types of cargo, as well as a financial reward if you manage to complete the raid with no alarm bells rung.

Map Directory

Zone	Icon	Name	Coordinates
Dry Tortuga		Havana	(240,607)
		Fort Dry Tortuga	(254,749)
		Cape Bonavista	(179,593)
		Salt Key Bank	(495,634)
		Florida	(409,815)
		Matanzas	(333,650)
		San Ignacio Shipwreck	(379,770)
Eleuthera		Nassau	(633,784)
		Fort Eleuthera	(726,784)
		Andreas Island	(579,720)
		Abaco Island	(606,835)
		Cat Island	(742,695)
Gibara		Great Inagua	(845,468)
		Fort Gibara	(657,521)
		Crooked Island	(807,541)
		Mariguana Island	(880,544)
		Salt Lagoon	(749,625)
		Jiguey	(565,539)
		Antocha Shipwreck	(630,660)
		Black Island	(985,626)
Conttoyor		Fort Conttoyor	(102,547)
		Tulum	(70,405)
		Sacrifice Island	(37,533)
Castillo de Jagua		Castillo de Jagua	(356,556)
		Arroyos	(192,563)
		Pinos Isle	(335,469)
		Cayman Sound	(327,334)
		The Black Trench	(215,449)
Cruz		Cabo de Cruz	(566,390)
		Grand Cayman	(397,324)
		San Juan	(479,487)
		Devil's Eye Caverns	(487,357)
Punta Guarico		Punta Guarico	(776,399)
		Cumberland Bay	(679,381)
		Principe	(992,422)
		Tortuga	(882,370)
		Petite Caverne	(901,263)
Chinchorro		Fort Chinchorro	(124,357)
		Corozal	(42,268)
		Santanillas	(217,250)
		Ambergris Key	(55,178)
		La Concepcion Wreck	(181,296)
Serranilla		Fort Serranilla	(347,140)
		Isla Providencia	(502,44)
		Misteriosa	(307,195)
		New Bone	(442,118)
Charlotte		Fort Charlotte	(470,272)
		Long Bay	(525,253)
		Anotto Bay	(621,277)
		The Blue Hole	(471,170)
Navassa		Kingston	(623,172)
		Fort Navassa	(728,219)
		Île à Vache	(843,140)
		Kabah Ruins	(769,145)
		Mystery Island	(980,79)

Havana (240,607)

Key Details

Availability	First visited during Sequence 02, "Lively Havana"; available as a naval destination after "This Tyro Captain" at the start of Sequence 03.
Activities	Assassin Contract x6, Templar Hunt x1, Warehouse, Treasure Map x1, Save Pirates
Amenities	Tavern, harbormaster, general store, local officer

Notes

- The vast majority of potential hostiles in Havana are low-rank Spanish soldiers. Gunners are extremely rare, though you will find many rooftops guarded by eagle-eyed Scouts. Unless you raid the warehouse in the southeast or attempt to stop an execution, Brutes and Captains are almost never seen.
- Havana has three major Restricted Areas: the fort to the northeast (which you visit during "…And My Sugar?" in Sequence 02), the Governor's Mansion and its grounds to the southwest (the stage for the events of "Mr Walpole, I Presume?" shortly afterwards) and a warehouse in the southeast, which cannot be raided until you complete "Sugarcane And Its Yields" in Sequence 03.
- It is prudent to leave the act of Synchronizing with the Viewpoint on the fort in the northeast until you are ready to collect the Treasure Chest and Manuscript Page secured within its heavily guarded interior. If you followed our walkthrough for "…And My Sugar?" closely, you will already have the Animus Fragment on the northeast outer wall.
- Your trip to Havana during Sequence 02 will almost certainly be the first time that you come into contact with the Manuscript Page collectible. These are always positioned in a small Restricted Area with anything between two and five guards in the vicinity. Opening these yields a modest sum of reales and an image that you can view in the Animus Database.
- Havana features a number of small rectangular Restricted Areas that contain standard Treasure Chests, with guards stationed at likely entrances. You can reach these via the rooftops if you wish to avoid a fight, though the sentries are usually of the generic soldier archetype.
- Until Sequence 07, when Nassau becomes a more suitable location for the task, Havana is the best place to visit if you need to recruit large numbers of crew for the Jackdaw without taxing Kenway's purse. There are numerous "save pirates" locations in the city, and these rarely feature opponents more challenging than a Scout or Gunner.

Dry Tortuga (254,749)

Key Details

Availability	Sequence 03.
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

FORT DRY TORTUGA

Region Notes

It makes sense to conquer Dry Tortuga at an early stage in the story, as its Restricted Area complicates journeys into Havana. After you complete the liberation, look out to sea: a wave of gunboats usually arrives, only to be wiped out by the commandeered defenses.

The ships in the Dry Tortuga region are predominately mid-level schooners and gunboats, which makes it effectively identical to the Eleuthera zone in terms of plunder. You may occasionally encounter abandoned brigs, their decks ablaze, with crates on their decks that contain cargo. This is actually true of all regions, but worthy of note in this area during Sequence 03: it's one of the only potential sources of metal at that stage in the story unless you set out to hunt brigs and frigates close to the Gibara-Punta Guarico border.

The channel leading south from Cape Bonavista (including the Conttoyor fort) is blocked by a Desynchronization boundary until Sequence 04.

Bull sharks are common in this region.

The Legendary Ship "El Impoluto" can be found north of the fort.

Cape Bonavista (179,593)

Key Details

Availability	Sequence 03 in free roam; first visited during Sequence 01, "Edward Kenway".
Activities	Mayan Stela x1, Treasure Map x1
Wildlife	Jaguar, wild pig, howler monkey

Notes

- If you took our advice to Synchronize with all Viewpoints while pursuing Duncan Walpole during Sequence 01, returning via Fast Travel to pick up all collectibles in Cape Bonavista is a routine exercise.
- The channel leading south from Cape Bonavista (past Fort Conttoyor) is blocked by a Desynchronization boundary until Sequence 04.

Salt Key Bank (495,634)

Key Details

Availability	Sequence 03; first visited during Memory 03, "Prizes And Plunder".
Activities	Assassin Contract x2, Treasure Map x1
Amenities	Dock, tavern, harbormaster, local officer

Notes

- Like Andreas Island to the northeast, Salt Key Bank boasts all the essential amenities you might need during breaks from piratical activities… but Andreas Island has more convenient geography for short essential trips. That said, Salt Key Bank has the benefit of a general store, and is by far the prettier and livelier of the two destinations. You'll find that you use both whenever you are actively plundering in the zone surrounding the fort at Gibara.

Key Details

Florida (409,815)

Key Details

Availability	Sequence 03
Activities	Abandoned ships

Notes

- This island is evidently a snare for incautious helmsmen, and has accumulated debris and ruined hulls washed onto its rocky shores by the tides. There are only a handful of collectibles here, all straightforward acquisitions. You can actually loot the bodies of the Spanish sailors found at the center of the island.
- There are usually numerous dolphins swimming off the shore of this island. The view over the ocean during sunrise and sunset can be particularly striking.

Matanzas (333,650)

Key Details

Availability	Sequence 03
Activities	Warehouse x1 , Mayan Stela x1, Save Pirates
Amenities	Dock
Wildlife	Crocodile

Notes

- As the site of a warehouse, Matanzas is usually heavily defended. Approaching from the sea, through a sizable Restricted Area, you will find most routes laid with mines (which you can destroy with the swivel gun), and as many as eight gunboats protecting the dock. Destroying all of these will almost certainly raise your Wanted Level, which will lead to a Pirate Hunter arriving within minutes. There is, however, a secret entrance that you can use (illustrated in a screenshot on this page), where you can anchor the Jackdaw out of sight and swim to shore. Though the swim takes a few minutes, you can return instantly by using a rowboat. Sailing in from the sea, there are instances where you will find Spanish gunboats attacking their British equivalents around the dock area.
- If you want to raise your Wanted Level in a hurry to prey on the Hunters sent to seek out the Jackdaw (a very high-level activity), the gunboats guarding this area can be of great use. Destroy them all, Fast Travel to another location, then return for another bout of vandalism.
- The majority of the map lies within a Restricted Area, where soldiers will attack Kenway after identifying him as an interloper – or, worse, ring one of three alarm bells to summon reinforcements. See the Side Quest section for a stealth-based approach to ransacking this warehouse with relative ease.
- Moving around this island and picking up collectibles is much easier once you acquire the Blowpipe at the end of Sequence 04.

- To make travel through the region much easier, we advise that you conquer Eleuthera during Sequence 03. This is simple to achieve once the story provides you with automatic Jackdaw upgrades in the Memories prior to "Sugarcane And Its Yields".
- Hammerhead sharks can usually be found north of the fort. You can hunt two of these to gain resources to craft the Pistol Ammo Pouch II upgrade. You may also wish to acquire a third if you intend to obtain the Shark-Hunter Outfit, which also requires that you hunt the online-only white whale.
- Though a perfect area for low-level piracy early in the story, the Eleuthera zone is something of a "crèche" area for those training for villainy on the high seas. Ships are weak, carry small quantities of cargo, and metal – a vital resource for upgrades – can only be found in random floating crates.
- The large expanse of sea in the northeast features some sizeable groups of gunboats and schooners. They are found in sufficient numbers to perhaps trouble the Jackdaw at low upgrade levels, but are barely worth the time once you have invested in new equipment and fittings. You'll find the same kinds of vessels, without the complications or long journey, around Abaco Island and Andreas Island.
- Cat Island to the south, home to a warehouse, is always surrounded by a large Restricted Area.
- An isolated beach on the island to the northwest of the fort features a Treasure Chest and one of the more remote letters.
- The Brothers-In-Arms, a pair of Legendary Ships, are found to the east of the fort.

Eleuthera (726,784)

Key Details

Availability	Sequence 03.
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

FORT ELEUTHERA

Region Notes

Nassau (633,784)

Key Details

Availability	Sequence 03; first visited directly after "This Tyro Captain".
Activities	Templar Hunt x1, Assassin Contract x2, Warehouse x1, Treasure Map x1, Save Pirates
Amenities	Tavern, harbormaster, general store, local officer
Wildlife	Wild pig, crocodile, rabbit

Notes

- While it isn't necessarily lawless, Nassau is almost entirely free of enemy patrols, sentries and Restricted Areas from Sequence 04 to Sequence 07. This is definitely the best time to Synchronize with all Viewpoints and pick up the majority of collectibles, if you are so inclined.
- Until Sequence 07, the fort in the northeast contains pirates that, though they appear as enemies on the mini-map, will not attack Kenway unless he provokes them – but they will brusquely push him aside if he stands in their path. This becomes a well-guarded Restricted Area at a later date, so it makes sense to visit the Viewpoint and open the Treasure Chests beforehand. The Animus Fragment close to the southwest tower must be obtained with a Leap of Faith from the wooden winch into the hay cart far below. You can leave the Animus Fragment on the wall of the north tower until later: you will automatically collect this during a main story Memory.
- In Sequence 07 and beyond, Nassau becomes the most convenient place to recruit crew members: there are always a number of available "save pirates" activities to complete.
- There is a Treasure Chest and an Animus Fragment on a frigate anchored a little to the west from the Jackdaw. The Fragment is located at the very top of the mainmast and, in the absence of lifts on this vessel, it's a long climb – but the view over Nassau is worth the effort.
- The shanty in the camp on the east side of the town is much easier to catch if you approach it directly from the north. From the south, its course twists and weaves awkwardly through the tents.
- Nassau presents a first opportunity to hunt rabbits, used to craft the Smoke Bomb Pouch II upgrade, but they're far from plentiful. Climb into a tree in their marked habitat and use Eagle Vision to identify them. If there are none in sight, or others are reluctant to emerge after you shoot a first, Fast Travel to a nearby Viewpoint to "reset" all animals in the area. If you are hunting these animals in Sequence 04 or later, note that they are easier to find in Kingston.
- You can hunt wild pigs (required for the Pistol Ammo Pouch I upgrade) in the northwest of the map, though these animals are more plentiful on Mariguana Island.
- Crocodiles are common in the waters to the west. You need two pieces of their leather to craft the Pistol Holster IV upgrade, which is a definite bonus if acquired early in Sequence 03. Shoot them from the safety of land, and be sure to check the general area with Eagle Vision to avoid nasty surprises before you jump into the water to skin them.
- There is a small warehouse in the south of the town, covered by a reasonably large Restricted Area. Though the haul is always modest, there is a simple strategy that will enable you to raid it within no more than a minute.
- You will probably encounter your first opportunity to start a Templar Hunt in Nassau. All four episodes of this side story take place in the town, and you can complete them in a fairly leisurely 20 minutes.

Andreas Island (579,720)

Key Details

Availability	Sequence 03; visited in Sequence 03, "Sugarcane And Its Yields".
Activities	Assassin Contract x2, Treasure Map x1
Amenities	Dock, tavern, harbormaster, local officer
Wildlife	Green iguana (rare)

Notes

- You may find Andreas Island covered by a Restricted Area, with a low-level brig and three stationary schooners guarding approaches from the north and east. Sail in from the south (or Fast Travel) to avoid combat.
- Andreas Island is a perfect base for piracy in the very early stages of the story, as it has almost everything you could possibly need. There's a dock for fast transitions between land and sea, a local officer to deal with your Wanted Level, and a tavern for recruiting crew and locating convoys. The nearby shipping routes south of Nassau contain easy spoils if you are seeking capital to begin upgrading the Jackdaw in Sequence 03.
- The Treasure Map at the south tip of the island leads to 606,835: Abaco Island. See overleaf for details.
- Though marked as a habitat, green iguanas are seldom seen on this heavily populated pirate camp. Abaco Island and Great Inagua are better hunting grounds for this creature.

Abaco Island (606,835)

Key Details

Availability	Sequence 03; the first location you sail to during "This Tyro Captain".
Activities	Treasure Map x1, Save Pirates
Wildlife	Ocelot, green iguana

Notes

- The Treasure Map found in the southwest of the island leads to 749;625: Salt Lagoon.
- The waters surrounding Abaco Island are usually teeming with low-level schooners: easy pickings should you need to repair the Jackdaw or lower your Wanted Level without expenditure, but offering minimal cargo returns.
- This is a location that you can clear of all collectibles in a very short visit. All three Animus Fragments require a little climbing, but no especially noteworthy feats of athleticism.
- You may encounter instances where the entire island is covered by a temporary Restricted Area, with soldiers guarding pirate prisoners. Another, smaller-scale crew recruitment opportunity can be found with a pirate fighting a group of adversaries.

Cat Island (742,695)

Key Details

Availability	Unavailable until Sequence 03, "Sugarcane And Its Yields".
Activities	Warehouse x1, Mayan Stela x1
Amenities	Dock
Wildlife	Howler monkey

Notes

- This is the first warehouse location that you are likely to encounter, as it is the primary setting for "Sugarcane And Its Yields" – an early Memory that both introduces and unlocks the concept of raiding warehouses. The process of raiding it in subsequent instances is broadly identical to your story-mandated visit, with the exception of the "key holder" position: he now patrols an area closer to the house. This is, however, a very minor inconvenience.
- When the time comes to clear the area of collectibles, it's prudent to make the visit coincide with a warehouse raid. If you opt for something of a rampage, note that there are powder kegs next to the warehouse itself, and close to the plantation manor house. These can suffice to lure most soldiers in the area to one position.
- Howler monkeys are plentiful on the southeast side of the map: they have a curiously high appearance rate, even if you are hunting with pistols. You will need two for the Dart Pouch I upgrade that you can acquire at the end of Sequence 04. Any others acquired can be sold for a profit of 100 per skin.

Great Inagua (845,468)

Key Details

Availability	Visited during Sequence 03, "A Single Madman"; fully unlocked for exploration after Sequence 04, "This Old Cove".
Activities	Treasure Map x1
Amenities	Available for purchase
Wildlife	Green iguana, wild pig, white jaguar

Notes

- Though you have the option to upgrade facilities at the Great Inagua hideout from Sequence 04, Kenway's ill-gotten gains are better invested in the Jackdaw. Work on the cove settlement is more of a late-game activity, when you will probably have more money than you can spend.
- Kenway's manor plays host to all ship models and works of art that you can collect or purchase. You can also change his equipment there.

Gibara (657,521)

Key Details

Availability	Sequence 03
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

Region Notes

- This is another fort that you can reasonably hope to conquer in Sequence 03.
- Great Inagua to the east (south of Crooked Island and Mariguana Island) is inaccessible until "A Single Madman" at the end of Sequence 03, when the south approach to the island plays host to the beginning of the Memory. The sea further south are covered by a Desynchronization boundary until Sequence 04 is officially underway after the events of "This Old Cove".
- The north of this zone features the same varieties of gunboats and schooners typical to the upper third of the Caribbean map. If you would like to upgrade the Jackdaw far beyond the standard progression curve during Sequence 03, however, you will find that the border area between Gibara and the Punta Guarico region to the south features brigs and frigates that can carry metal (otherwise scarce in the north), wood and cloth in reasonably large quantities. This is a good area to practice combat and boarding with such vessels when you are ready to graduate from the modest challenge posed by smaller ships.
- You can find bull and hammerhead sharks in this area.

Crooked Island (807,541)

Key Details

Availability	Sequence 03
Activities	Assassin Contract x2
Amenities	Dock, tavern, harbormaster, local officer

Notes

- This fishing village has a routine set of collectibles that are all easily found without exertion. You can clear the entire island with a five-minute sweep of the area.
- Crooked Island is most interesting early in the story, prior to "A Single Madman" at the end of Sequence 03. The much larger island of Great Inagua to the south is inaccessible prior to this point, and the seas further south of it militarized by a Restricted Area, and ultimately blocked by a Desynchronization boundary. However, you can find British and Spanish brigs and frigates in this locality. For power gamers looking to explore and upgrade the Jackdaw well beyond the difficulty curve, this provides access to a resource that is scarce in Sequence 03: metal. As it offers a local officer, tavern and a potential means to escape from hostile vessels, Crooked Island is a perfect base for raids on the more powerful ships.
- Directly south of Crooked Island, on the west coast of Great Inagua, you will find Spanish brigs and frigates. However, as these tend to sail in groups, they present a formidable challenge. A better hunting ground can be found to the west, just south of Mariguana Island, where you can often find a British frigate (which is usually engaging Spanish schooners). With a relatively modest set of upgrades, and a considered approach to your attack, you can wreak havoc on this vessel before it can bring its guns to bear and demonstrate its superior firepower.

Mariguana Island (880,544)

Key Details

Availability	Sequence 03; first visited during Sequence 06, "Devil's Advocate".
Activities	Treasure Map x1, Save Pirates
Amenities	Dock
Wildlife	Wild pig

Notes

- Wild pigs are plentiful on Mariguana Island. You need two of their hides to craft the Pistol Ammo Pouch I upgrade.
- The Treasure Map found in the cave on the west side of the small island leads to 579,720: Andreas Island. The buried chest contains the design plan for the Elite Harpoon upgrade – so this is a journey that anyone who regularly spends time hunting at sea should make as soon as possible.

Salt Lagoon (749,625)

Key Details

Availability	Sequence 03; visited during Sequence 03, "Proper Defenses".
Activities	Treasure Map x1
Wildlife	Deer

Notes

- Deer are common on Salt Lagoon, so it's easy to hunt two and create Health Upgrade I in the crafting menu.
- The Treasure Map found on the northeast beach leads to 442,118, a warehouse location in the far south of the map known as New Bone (inaccessible until Sequence 04). Unless you are focusing on exploration and Jackdaw upgrades, it makes sense to leave this trip until after you first visit Kingston in the main storyline.

Black Island (985,626)

Key Details

Availability	Sequence 03; only in special limited-edition versions of Assassin's Creed IV, or as a preorder bonus.
Activities	Special reward chests

Notes

- Though the obvious path lies on the free run course to the north when you first arrive, swimming to the south presents a faster route to the Viewpoint.
- Black Island is covered by a Restricted Area, but it's very lightly guarded when compared to other locations with warehouses. There are few guards close to the alarm bells, making it easy to prevent the arrival of reinforcements, and the key holder can often be found right in front of the warehouse itself when you first approach it; he will subsequently walk to the nearby house. Raiding the warehouse, a one-time event, rewards you with a nominal amount of cargo, but unlocks Captain Morgan's Pistols: one of the three special unlockable items available here.
- Collectibles found on Black Island do not count towards your Progress Tracker totals. There are two "standard" Treasure Chests with the usual rewards, plus two gold chests that contain treasures that once belonged to Captain Morgan. The gold chest close to the Viewpoint contains his redingote, a distinct outfit for Kenway to wear. The second gold chest, on the east side of the island, contains the Black Ship's Sails and the Black Ship's Figurehead: two appearance upgrades for the Jackdaw.
- When you are ready to leave, either swim back to the Jackdaw or use the rowboat on the northeast of the island – it's right beside where Kenway started.

Conttoyor (102,547)

Key Details

Availability	Sequence 04
Activities	Naval Contract x2
Amenities	Harbormaster, local officer

Region Notes

- Situated on an island at the center of the main channel leading south from Havana, Conttoyor's location makes it possible to circle the fort to rake it with broadsides. However, as the area is shrouded in a perpetual storm until after the assault is completed, high winds, low visibility and waterspouts can turn a fairly routine assault into a chaotic struggle as nature and the fort's defenses conspire to scuttle the Jackdaw. The Reinforced Hull upgrade and meaningful advances in raw firepower are baseline requirements for a safe attack. If your Jackdaw isn't yet up to the task, it's wiser to hug the coastline close to Cape Bonavista to slip by without conflict.
- You can encounter harpooning sites for killer whales throughout the zone. You need to catch two of these to craft the Dart Pouch II upgrade after you obtain the Blowpipe during "Overrun And Outnumbered" in Sequence 04.
- After liberating the fort, there are some reasonable prizes to be found at sea in the Conttoyor area: brigs laden with metal, and occasional high-level schooners packed with cargo. However, the prominent position of the fort itself can complicate matters: it will open fire on vessels that sail within 500 meters. As you may have noticed, ships sunk by forts leave no cargo. "Claim" a vessel by opening fire on it, though, and the pirates manning the fort's weapons will leave it alone.
- Be careful around the main entrance to Tulum: this is close to the border of the Chinchorro region (and the fort's Restricted Area), which may bring you into contact with very high-level ships.

Tulum (70,405)

Key Details

Availability	Locked until Sequence 04, "Nothing is True…". Can be freely explored from the end of the Sequence.
Activities	Mayan Stela x1
Wildlife	Jaguar, crocodile, capuchin monkey

Notes

- If you follow our walkthrough for "Nothing is True…" closely , you will collect four Treasure Chests, two Animus Fragments and perhaps even solve a Mayan Stela puzzle before you complete the Memory. You may also find that you automatically encounter and collect additional collectibles during "Overrun And Outnumbered" a little while afterwards, which makes Tulum one of the less intensive sites for picking up objects. In a standard playthrough of Sequence 04, we tend to find that there are only a handful of remaining collectibles for the area.
- You can find three types of animal in Tulum, but it is unquestionably the jaguar capital of the Caribbean: they are commonplace in the jungle and beach area to the south. Capuchin monkeys are fairly easy to find in the north, and of the ruins, though crocodiles are found in more appreciable numbers on the west side of Nassau.
- Once you have all 16 Mayan Stones, the Mayan Outfit is acquired by interacting with the marked door in the northwest. As you approach the Viewpoint from below, look for a door to the left, then follow the corridor.

Sacrifice Island (37,533)

Key Details

Availability	Sequence 04; only in special limited-edition versions of Assassin's Creed IV, or as a preorder bonus.

Notes

- Covered almost entirely by a Restricted Area, this island features three special treasures to obtain from gold chests. There are also two standard Treasure Chests: these do not count towards your Progress Tracker totals.
- The pirates in the region will attack Kenway if they identify him as a trespasser.

Castillo de Jagua (356,556)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

Region Notes

- This is probably the easiest of the Level 2 forts to conquer. As its Restricted Area covers a fairly large portion of the zone (including Pinos Isle to the south), it makes sense to accomplish this feat before you explore. The approach along the coast from Arroyos to the west is often free of enemy ships.
- High-level gunboats and schooners are common in this area, often accompanied by low-level frigates.
- Be very careful in the south of the zone, especially when engaging in piracy near to Cayman Sound. The close borders between fort regions means that you can potentially encounter ships sailing in from the Chinchorro zone. We've seen men o' war in these waters, which could be a nasty surprise if you are engaging a weaker ship that shares their allegiance…
- The waters north of the reef at Cayman Sound often feature battles between British and Spanish vessels, so be ready to take opportunities for salvage or opportunistic plunder whenever you are in the area.
- Humpback whales are common in this region.

Arroyos (192,563)

Key Details

Availability	Sequence 04
Activities	Assassin Contract x2
Amenities	Dock, tavern, harbormaster, general store, local officer

Notes

- Think carefully before engaging in piratical actions against Spanish vessels close to Arroyos. This fishing village is protected by a small Spanish fleet consisting of several gunboats stationed on all main approaches, and a Level 29 frigate closer to the shore. That said, a deliberate assault on these vessels can be profitable: the frigate is usually groaning with cargo, and the gunboats all drop valuable ammunition.
- The first Assassin Contract available in Arroyos requires a journey to Pinos Isle to the southeast. This is guarded by two frigates, so you may wish to leave the commission until later if the Jackdaw is at low upgrade levels.

Pinos Isle (335,469)

Key Details

Availability	Sequence 04
Activities	Mayan Stela x1, Treasure Map x1, Save Pirates
Wildlife	Black jaguar

Notes

- Both the north and south approaches to this island are guarded by frigates. Those who incautiously sail headlong to engage either will learn a valuable lesson in naval tactics: they can deliver multiple broadsides before you can reply in kind. Worse still, the narrow channel negates the Jackdaw's advantage in terms of speed and maneuverability. The best tactic is to anchor just out of range of these frigates, then hit them with mortar fire. With Reinforced Mortars, it should take no more than three direct hits to soften them up for boarding. If you destroy both frigates in one visit, they will not respawn.
- Pinos Isle is home to black jaguars in the west, so activate Eagle Vision regularly to identify them before they begin to stalk Kenway. Their pelts are required to craft the Sleep Dart II upgrade and, much later in the story, the Rope Dart Pouch I upgrade. Watch carefully as you approach the Viewpoint: in the absence of the major "save pirates" scenario, you may witness a black jaguar stalk and kill a Spanish explorer.
- The Treasure Map found east of the Viewpoint leads to 327,334: Cayman Sound, a short sail directly to the south.
- There is a rowboat on the east beach. We suggest that you leave the collectibles in the northeast until last to minimize backtracking: the Mayan Stela (at the top of the cliff, with the dig site below), an Animus Fragment (collected during the Leap of Faith from the beach) and a Treasure Chest (on the beach).

- Cayman Sound is surrounded by a Restricted Area that extends approximately 1,000m from the island, which almost reaches Grand Cayman to the east and makes your approach through the reef from the north (the only available route) rather complicated. These are busy seas, packed with brigs and high-level frigates. Once inside the calm waters, you will find three gunboats and a frigate of middling firepower. While it is possible to swim to shore from outside their detection range (which takes a few minutes), it makes more sense to destroy them all. Blast the frigate with mortar fire from the north, and the gunboats are easy fodder for a broadside when they sail up to engage. Destroying the ships will permanently lift the Restricted Area.
- This is one of only two habitats where the hutia is common and easy to hunt. As the second (Long Bay) is only unlocked in Sequence 10, a visit here is the best way to obtain the Smoke Bomb Pouch III upgrade – so it's definitely worth the trip.
- The Treasure Map found on the northeast of the island leads to 901,263: Petite Caverne . In addition to a monetary reward, the buried chest there also contains a design plan for the Elite Heavy Shot Storage upgrade – so it's definitely worth the trip.
- Facing north, you may be lucky enough to view a battle between British and Spanish ships. As the island lies at an intersection of five zones (three close to its entrance), this can involve a varied cast of vessels. These can be quite beautiful to watch from a distance. We saw a large twilight engagement involving a man o' war, and its mortar fire was quite a sight to behold.
- The Taíno Assassin Templar Hunt story begins on the shores of this island, but soon ranges further afield.

Cayman Sound (327,334)

Key Details

Availability	Sequence 04
Activities	Templar Hunt x1 , Treasure Map x1
Wildlife	Hutia

Notes

Cabo de Cruz (566,390)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

Region Notes

- When you are ready to liberate this fort, it makes sense to move in along the coast from the west, as this usually enables you to sail through the Restricted Area without encountering enemy ships.
- This fort is close to the fort at Charlotte to the south, so you may frequently encounter cross-pollination of ship types near to the border – especially around Grand Cayman. This might include men o' war sailing in pairs, so it pays to be cautious. The Restricted Area surrounding Charlotte extends as far as the Devil's Eye Caverns dive site and to within 200m of Grand Cayman, so treat this area with the respect it warrants until the Jackdaw is equipped to deal with all eventualities.
- Killer whales are regularly encountered here.

Grand Cayman (397,324)

Key Details

Availability	Sequence 04
Activities	Assassin Contract x2 , Treasure Map x1
Amenities	Dock, tavern, harbormaster, general store, local officer

Notes

- Grand Cayman is a great staging post for campaigns against the men o' war from the Charlotte fort zone that sail close to this full-featured docking location. The small islands to the south are almost tailor-made for cat and mouse engagements against ships that are perhaps a little too powerful for the Jackdaw to handle in the open sea.
- The storm to the southeast is a permanent feature until you liberate Fort Charlotte.

Punta Guarico (776,399)

Key Details

Availability	Locked until Sequence 05, "The Forts".
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

FORT PUNTA GUARICO

Region Notes

- Though its Restricted Area exists from the moment that you can sail the Caribbean, and the location itself can be identified through the spyglass, this fort can only be conquered during a main story Memory at the start of Sequence 05.
- The presence of frigates in this area (some of which may sail north of the regional border, close to Great Inagua) makes it a natural stepping-stone once you tire of a thin diet of gunboats and schooners to the north.
- Bull sharks can be found in the waters to the north and south of the fort.

Cumberland Bay (679,381)

Key Details

Availability	Sequence 04
Activities	Treasure Map x1, Save Pirates
Wildlife	Ocelot

Notes

- Unless the challenge interests you, this location is awkwardly sandwiched between two forts until you liberate Cabo de Cruz to the west and Punta Guarico to the east. Note that you cannot liberate Punta Guarico until you begin the first Memory of Sequence 05.
- There is a man o' war anchored to the south, and it will attack without provocation if you move within its detection range. Given the number of ships in this area, this can be disastrous if the Jackdaw is not yet suitably equipped. However, if you sail here from the west, you can slip behind the man o' war without incident. You will need to anchor the Jackdaw approximately 100m from the shore on that side of the island to avoid detection but, if you're not equipped to fight for access, this is a perfectly serviceable compromise. Once you destroy the (admittedly low-level) man o' war, the Restricted Area is lifted.
- You may encounter Spanish soldiers on the island. They will ignore Kenway unless he behaves in a manner that infuriates them. This includes using pistols to hunt the island's boundless supply of ocelots – or, for that matter, Spaniards.
- The Treasure Map found on the southeast beach, close to the rowboat, leads to 335,468: Pinos Isle.

Principe (992,422)

Key Details

Availability	Locked until Sequence 09, "Trust Is Earned"; available for exploration thereafter.
Wildlife	Deer, howler monkey, jaguar

Notes

- A return to Principe to pick up collectibles should take no more than five minutes. It's a very easy area to clear.
- Though howler monkeys are fairly common in the trees of this location, deer are particularly rare. You can usually find one jaguar on the west side of the map, on the path you took to meet with Bartholomew Roberts during "Trust Is Earned". As there are powder kegs to be found here, this sets up a rather unorthodox hunting opportunity…
- The pirates on this island will not trouble Kenway if he extends the same courtesy. That said, they will react angrily to pistol fire. This could be problematic in the camp area on the east side, where there are many Captains and Brutes.

Tortuga (882,370)

Key Details

Availability	Sequence 04
Activities	Warehouse x1 , Mayan Stela x1, Save Pirates
Amenities	Dock
Wildlife	Howler monkey

Notes

- All potential approaches to this island – from the north, west and east – are blocked by mines, and each guarded by a single frigate. If you destroy the frigate on the east channel, however, you can sail in (destroying all the fire barrel mines to ensure safe passage) and calmly anchor the Jackdaw close to the dock (which may be occupied by a gunboat). The other frigates will be oblivious to your presence. Note that engaging the ships in the other channels may lead to all nearby vessels in the area joining the fray.
- The three stationary frigates are actually easy pickings, as it takes them a while to move. With a direct approach, upgraded chain shot and mortars, you can incapacitate them before they can bring their guns to bear for solid cargo rewards.
- Though by no means impossible, the warehouse here is relatively difficult to ransack with an efficient stealth approach before you obtain the Blowpipe at the end of Sequence 04.
- The Treasure Map found on the east beach leads to 333,650: Matanzas, another warehouse location. This contains the design plan for the Elite Mortar Storage upgrade in addition to a reward of reales, so it's a worthwhile journey. See the Warehouses section.

Chinchorro (124,357)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x2
Amenities	Harbormaster, local officer

Region Notes

- This fort's Restricted Area borders on the approach to Tulum, so be wary whenever you sail in or out of the Brotherhood base.
- The process of conquering this fort is more complicated than most, largely because you begin the assault with a preconceived idea of how the battle might unfold… only to see the clear skies cloud. A thunderstorm ensues, followed by the arrival of powerful brigs – and then the storm worsens. When you finally reach land, with the Jackdaw barely fit for kindling in the dock, the lashing rain makes the task of eliminating all three Captains much more fraught than usual. Suffice to say: this is a fort best left until the Jackdaw and Kenway have been augmented by the majority of possible upgrades.
- High-level brigs and frigates are common in this zone.
- Humpback whales can be found in the Chinchorro region, though you are slightly more likely to encounter them in the waters south and east of Kingston.

Corozal (42,268)

Key Details

Availability	Sequence 04
Activities	Assassin Contract x2 , Treasure Map x1
Amenities	Tavern, harbormaster, local officer
Wildlife	Rabbit (rare)

Notes

- Corozal is surrounded by a Restricted Area, with a Level 34 man o' war guarding the approach. Destroy this ship, and you can enjoy free passage to and around this location in future.
- This is one of only two locations where you can find a Manuscript Page outside of the three main cities. As usual, this lies within a small Restricted Area, though the two pirates guarding it are nothing to fear.
- The Treasure Map found here leads to 58,183: Ambergris Key . Note that you cannot visit that destination until Sequence 06.
- Though you can find rabbits here, they're not at all common. Kingston is a much better place to hunt these creatures.
- The seas to the east and south of this settlement are usually teeming with mid-level ships, which makes it a great place to sink vessels with abandon, grab the flotsam that they leave behind, then hightail it back to the local officer to reduce your Wanted Level before Hunters arrive.

Santanillas (217,250)

Key Details

Availability	Sequence 03; visited during Sequence 10, "Murder And Mayhem".
Activities	Mayan Stela x2, Treasure Map x1, Save Pirates
Wildlife	Deer

Notes

- This island is surrounded by a Restricted Area. The southwest channel is covered by mines, with a brig standing guard to the north. If you approach from the south, note that an area extending from Misteriosa to the west extent of the "dragon's teeth" (rocky outcrops) south of this island is usually shrouded in thick fog and assailed by strong winds, making navigation perilous.
- You may also encounter groups of Spanish soldiers on the island. Though they will generally ignore Kenway, pistol fire will immediately arouse their ire.
- Deer can be quite plentiful here. Though you should already have Health Upgrade II by the time you arrive, a spree with Sleep Darts from a position of concealment can lead to a stock of hides to sell and bones to craft dart ammunition with.
- The Treasure Map on the northwest beach leads to a dig site at 479,487 (San Juan, a dive site) that contains the Elite Fire Barrel Strength upgrade. Note that you cannot visit this destination until Sequence 06. See the Underwater Shipwrecks & Caves chapter.
- You can reach the Mayan Stela on the east side of the island via trees to the north and south.

Serranilla (347,140)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x1
Amenities	Harbormaster, local officer

Region Notes

- This fort represents a noteworthy hazard for explorers, as its Restricted Area touches upon two destinations but its sheer firepower precludes an assault with a weak Jackdaw. All but the very best captains will need the penultimate upgrades for key Jackdaw features before they attempt to conquer it.
- Mid-level men o' war are more common in this region than any other. Once you reach the stage where you are prepared to settle for naught but the most valuable prizes, this is a great area to hunt in. For its sheer variety of high-level ships, the north of this zone (bordering on Chinchorro to the west and Charlotte to the east) is almost unrivalled. The area south of the fort tends to feature large fleets.
- The Legendary Ship known as La Dama Negra can be engaged in the waters to the southwest of the fort.
- A beach to the west of the Serranilla zone features a letter. Players collecting these fascinating missives should make a detour to pick this up when they are in the area.
- This zone is a habitat for the great white shark.

Isla Providencia (502,44)

Key Details

Availability	Locked until Sequence 08, "Marooned"; available for exploration from Sequence 09.
Activities	Mayan Stela x2, Treasure Map x1, Save Pirates
Wildlife	Black jaguar, crocodile, red howler monkey

Notes

- If you sail manually or Fast Travel to the island marker after the end of Sequence 08, Kenway begins on the beach in the middle of the map. It makes sense to Fast Travel to the Viewpoint to the south (your start point for "Marooned"), and pick up all collectibles in that general area. You can then move to the north to complete your sweep of the island.
- With word evidently having spread about this location following Kenway's escape, don't be surprised to encounter soldiers on the island. You may find pirates to save on the beach close to where the Jackdaw is anchored, and a Restricted Area covering the north Viewpoint, with the vicinity patrolled by soldiers (including two Gunners in sentry positions).
- Black jaguars are far more common in the south of the island than during your first visit, so try to always have pistols or Sleep Darts at the ready to disable them from a safe distance. They do not appear in the north.

Misteriosa (307,195)

Key Details

Availability	Sequence 04; this is also Kenway's starting position at the beginning of Sequence 10 after the conclusion of "Trust Is Earned".
Activities	Mayan Stela x2, Treasure Map x1
Wildlife	Capuchin monkey

Notes

- A sandbank obstructs the Jackdaw's access to this (quite breathtaking) destination from the south, though you can sail right to the shore from the north and west. The seas to the west are often covered with heavy fog and battered by high winds.
- This is definitely a location where the ability to mark collectibles with a custom marker is a huge benefit. This enables you to determine their precise elevation in relation to Kenway, which can prevent confusion and wasted journeys.
- The Treasure Map found not far below the Mayan Stela to the east leads to 623,172: Kingston.
- A Leap of Faith from the Misteriosa Viewpoint will automatically complete the "Dive from 45m" Abstergo Challenge if you have yet to do so elsewhere.

New Bone (442,118)

Key Details

Availability	Sequence 04
Activities	Assassin Contract x2 , Warehouse x1 , Mayan Stela x1
Amenities	Dock, harbormaster, local officer
Wildlife	Capuchin monkey

Notes

- The Animus Fragment close to the Viewpoint can be collected by riding (or, from the Viewpoint, jumping to) the blades of the windmill.
- It's better to leave collectibles on the island until you have finished a warehouse raid, as this will naturally thin the numbers of the local guards. Though the area around the manor house in the southwest is heavily guarded at the front, it's easy to sneak behind the building to open the Treasure Chest. From there, you only need eliminate the Gunner on the rooftop, then free run through the trees to reach the Animus Fragment on top of the flag pole. If you leave these two collectibles until last, you can then Fast Travel directly to your next destination, or the nearby Viewpoint.
- The high-level warships guarding this plantation make excellent additions to Kenway's Fleet, though it will take a well-upgraded Jackdaw to defeat them.

Charlotte (470,272)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x2
Amenities	Harbormaster, local officer

Region Notes

- The Charlotte zone has only one location situated close to its Restricted Area, and you can't actually visit that destination until Sequence 10. You could, potentially, leave this fort until relatively late in the story.
- Like Conttoyor in the far northwest, the area surrounding the Charlotte fort is covered by a perpetual storm until you conquer it. The challenge here, though, is negotiating rogue waves while evading fire from the fort. Success requires a blend of fine seamanship, patience and Jackdaw upgrades.
- Though its men o' war are less noteworthy than those found in the neighboring Serranilla region, Charlotte's waters feature top-level brigs. Even with the Jackdaw bursting at its ultra-reinforced seams with firepower, these vessels are easily underestimated during battles against multiple vessels. Don't make that mistake, and treat these opponents with a commensurate degree of respect. To the northwest of the fort, the convergence of five zones close to the Cayman Islands destinations makes for an interesting potential hunting circuit.
- The waters surrounding the fort contain a ready supply of great white sharks.

Long Bay (525,253)

Key Details

Availability	Locked until Sequence 10, "The Observatory"; available for free exploration in Sequence 11, after "Delirium".
Activities	Mayan Stela x1
Wildlife	Hutia, howler monkey, crocodile

Notes

- **SPOILER WARNING!** Unless you are particularly stoic about minor spoilers, we suggest that you avoid reading any further until you complete Sequence 10.
- The west beach is a good hunting ground for hutia. Crocodiles are common in the pools found in the jungle between the two northern Viewpoints, while howler monkeys can be found throughout the location.
- The Guardians are, naturally, less than ecstatic whenever they discover that Kenway has returned. They appear in the same approximate positions as during your story-based journey through the island, and still have the same proclivity for peppering Kenway with darts in the initial stretch of jungle from the start position. As before, use a combination of Eagle Vision and Sleep Darts to neutralize them without direct confrontation.
- Hunting for Treasure Chests is much easier if you use the Custom Marker function on the main map, especially in the cave system.
- The Mayan Stela here is the last one you will encounter if you have already collected the stones from all other sites. If this is the case, head to Tulum to claim your reward.
- The Animus Fragment in the southwest of the map is collected automatically during the closing minutes of Sequence 10.
- If you have already found most (or all other) letters, take a moment to study the small, well-tended area where you find the one for Long Bay, then consider its significance…

Kingston (623,172)

Key Details

Availability	Sequence 04; first visited during Sequence 05, "Traveling Salesman".
Activities	Templar Hunt x1 , Assassin Contract x6 , Warehouse x2 , Save Pirates
Amenities	Tavern, harbormaster, general store, local officer
Wildlife	Howler monkey, deer, rabbit

Notes

- Though Kingston isn't officially visited during the story until Sequence 05, you are free to explore almost every destination on the Caribbean map prior to your journey to Tulum early in Sequence 04. It isn't possible to 100% Synchronize the city until the end of Sequence 05, but that doesn't mean that you can't make a start.
- Unlike Nassau and Havana, Kingston features all possible enemy archetypes – and, on occasion, in dangerous numbers.
- There are four major Restricted Areas in Kingston: a warehouse in the southwest (which offers surprisingly high yields of cargo for relatively little effort), another warehouse in the north , and a plantation in the northwest with an imposing manor house behind it. The manor itself is inaccessible until the events of "Unmanned" at the conclusion of Sequence 05. There is also a small plantation on the east side of the island where Kenway's presence will not be tolerated.
- We suggest that you leave the Manuscript Page in the southeast of the map until you complete the first Memory of Sequence 09. This makes it easier to complete one of its two Optional Objectives.
- Along the far west side of the map, there's a waterfall and a stream that leads to the seafront to the south. For a reason we cannot adequately explain, climbing it from south to north is a simple pleasure. You may occasionally find pirates held at gunpoint close to the waterfall below the Restricted Area, so have your wits and the Blowpipe ready to intervene.
- The six shanties found in Kingston are all concentrated in the center of the city. It makes sense to clear all nearby rooftops of Scouts and Gunners, then collect all of them at once. Be careful to avoid Fast Travel within the location during this process: this will restore all sentries to their original positions.
- It's possible to climb the moving blades of the windmill (look for the Viewpoint close to the Restricted Area in the northwest). If you would like to reach the top to admire the full view, even if only for a moment, start on the lowest of the four blades.
- You can hunt rabbits in the field to the west of the northern warehouse; these are more plentiful than anywhere else in the Caribbean. On the green expanse on the east side of the map (which is rather larger than the Synchronized area viewed on the in-game map would have you believe), howler monkeys and deer are commonplace. If you have yet to acquire the upgrades that each animal's skins can unlock, Kingston is an easy place to pick them up. There's a certain degree of overlap between the habitats. If you need to make small but respectable sums of reales, a north-to-south sweep of the area as yet untouched by the steady creep of the city will usually bring you into contact with at least a dozen animals.
- In addition to a Manuscript Page, the frigate anchored to the east of the Jackdaw also plays host to a "save pirates" scenario. This involves two Gunners with weapons trained on the captives, two Brutes standing guard over the chest, a patrolling Captain, a standard soldier at the front of the vessel and a Gunner on the mainmast platform.
- Fort Charles in the Port Royal area is heavily guarded, with numerous Brutes and Captains. When the time comes to pick up its collectibles, you may wish to employ the services of drunken pirates in the area to create diversions. There is a tree close to the northeast wall that offers an easy route for infiltrations.

Navassa (728,219)

Key Details

Availability	Sequence 04.
Activities	Naval Contract x2
Amenities	Harbormaster, local officer

Region Notes

- If the Jackdaw has a reasonable level of improvements (with the Reinforced Hull upgrade and basic weapon enhancements a bare minimum requirement, even for expert captains), it makes sense to liberate the Navassa fort in Sequence 05, before or after you first visit Kingston.
- A beach to the east of the fort has a letter, which players looking to experience every last scrap of story (if not collectibles) may wish to pick up when they sail past.
- You can witness some epic battles between Spanish and British ships south of Kingston. These usually feature ships common to the Navassa area if you are departing straight from the port, but may involve more powerful ships from the Charlotte region if you sail there.
- This region is the second potential hunting site for humpback whales.
- You can find the HMS Prince far southeast of the fort. This may be the first Legendary Ship that the Jackdaw can plausibly tackle.

Île à Vache (843,140)

Key Details

Availability	Sequence 04
Activities	Assassin Contract x2, Treasure Map x1
Amenities	Tavern, harbormaster, local officer

Notes

- This location is surrounded by a Restricted Area when you first arrive, with a frigate guarding the most obvious approach north of the island. You can, however, easily bypass a confrontation here by sailing in from the south instead.
- Pirate brigs operate in this area, which can make for a fascinating backdrop as you explore the island: the local British ships (including the frigate guarding the island) are always quick to engage them. You can profitably jump into these battles if you wish: the pirates will at least draw fire away from the Jackdaw.
- This is one of only two locations outside of the three main cities where you can encounter a Manuscript Page.
- The Treasure Map located on the northeast beach leads to 565,539: Jiguey, a cave west of the fort at Gibara.

Mystery Island (980,79)

Key Details

Availability	Sequence 04; only in special limited-edition versions of Assassin's Creed IV, or as a preorder bonus.
Wildlife	Jaguar, crocodile, rabbit (all rare)

Notes

- Much like Sacrifice Island in the northwest of the Caribbean map, this location features three special treasures to obtain from gold chests. There are also two standard Treasure Chests: these do not count towards your Progress Tracker totals.
- Most of this location is covered by a Restricted Area. Though the number of pirates guarding the island is generally light, they will attack without hesitation after identifying Kenway as an interloper.
- On the north of the east island, two pirates fight for the entertainment of six spectators. They will all turn on Kenway if he makes his presence known.

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Side Quests

Templar Hunts

There are four Templar Hunts to complete, with each story consisting of four individual missions. Each mission fulfilled will grant a modest sum of reales (350 R, 500 R, 700R, and 1,500 R for the final one) leading to a total reward of 3,050 R for each complete set of four missions. Once you have finished all four Templar Hunt side quests, you will obtain the keys required to unlock the Templar Armor in the Great Inagua hideout. This special outfit reduces the damage taken by Kenway by 25%.

Templar Hunt 01 – Opía Apito

Mission 01 – "The Taino Assassin": You will find Opía Apito in Cayman Sound. Talk to her to begin the mission. She challenges you to skin more prey than she can. Don't try to follow her for the first kill, as she will get it before you no matter what. Instead, run to the beach to the northwest and take down your first hutia with a pistol snap shot. Skin it, then sprint back to the south. When you reach the search zone at the waypoint, use Eagle Vision to spot another hutia and forcibly separate the animal from its skin. Repeat this until a white jaguar automatically attacks you. React swiftly to the onscreen button prompts, then run to the safety of the tree, as pictured. The predator cannot reach you from such a vantage point. Patiently aim at it with your pistol, then fire when you have a clear shot.

Mission 02 – "Templar Ships": Sail to the nearby Grand Cayman to meet with Opía on the dock. Follow her, then move to the eavesdrop zone to the west. Throughout this short section, simply dash from one blending opportunity to the next until your targets stop. Now follow the marked man, using Fast Walk to close the distance, and pickpocket him.

Mission 03 – "Right-Hand Man": Opía is only a short walk away from where the previous mission ended. After you begin, follow her until she asks you to hide. Do so in the hiding spot literally one step away from Kenway. As the cutscene ends, a chase begins. Following your target can be confusing in the maze of wooden platforms, so simply turn around, sprint past the hay pile and jump in the shallow water below. Run all the way to the crooked tree, as shown here, to trigger another cutscene. Free run via the wooden poles to quickly reach the Jackdaw, then use travel speed to catch up with Vargas. Mark his ship with a Custom Marker and, using the distance meter as a guide, launch a mortar volley as soon as you are within 500m. Once the vessel is sufficiently weakened, board it. A precise swivel-gun shot at Vargas himself is all it takes to complete the mission, without even setting foot on his ship's deck.

Mission 04 – "The Trail of Lucia Márquez": The final mission in this Templar Hunt begins on Pinos Isle to the north. See Charts & Collectibles if you haven't been to this location before for tips on how to best to reach it. Use the obvious path through Stalking Zones to tail your target until you reach an opening where you are requested to kill a group of guards. For an easy outcome, blow up the powder reserves with your pistol, as shown here. Dispose of any survivors as you see fit. Another wave of enemies will arrive from the west. Use of Smoke Bombs is the shortest way to victory. Your only real priority is to protect your ally, so drop each bomb close to her. Once all combatants are down, chase Márquez and assassinate her as she turns around to shoot you.

Templar Hunt 02 – Rhona Dinsmore

Mission 01 – "Bureau Under Attack": This chain of quests begins in the south of Havana. Your goal is to survive a long battle where several waves of enemies will attack you from three different entry points. Though you can defeat them in conventional combat, you can make the whole process much easier by dropping powder kegs at the three choke points pictured here. You have ample time to do so between each wave. Blow up the kegs as soldiers run by them (you can see them coming on the mini-map), then deal with the survivors. Don't forget to reload your pistols before each new wave arrives.

Mission 02 – "A Thief in the Market": The previous mission leaves you right in front of Rhona. Talk to her if you're ready to proceed. Your objective is to catch a thief in the market at the steps of the cathedral to the north. Skirt around the search zone and locate your target from the north, as shown here. The man will run straight towards you. Simply hold the High Profile Button, tilt d in his direction and press when he is within tackle range for an immediate finish.

Mission 03 – "Arms Race": This mission starts in Havana's Assassin's Bureau, and your goal is to ignite three powder reserves. You are free to use any method you prefer; our walkthrough offers a stealth solution. You should begin with the closest waypoint, to the north. Approach the Restricted Area from the west, and quietly take down the nearby soldier when he's at the far extent of his patrol. You can hide in the nearby hay pile if this helps. Now wait until the other two rooftop sentries walk away, towards the east. You have ample time to drop down, ignite the powder reserve, and leave the area the same way you entered.

The second powder reserve is found in a Restricted Area to the northwest. Approach the zone from the south, and hire the dancers. Calmly walk to the powder reserve, ignite it, then leave the premises via the nearby doorway.

The third powder reserve lies directly to the north. Approach the Restricted Area from the southeast rooftops. Silence the sentry to your left (highlighted here) with a Sleep Dart then, after ensuring that the Captain patrolling in the courtyard and the other rooftop sentry are looking away, quickly drop down to the reserve and ignite it. Feel free to incapacitate these enemies with Sleep Darts too if they make you nervous, but the length of their patrol routes gives you ample time to proceed. The mission ends immediately after the explosion.

Mission 04 – "Flint's End": Meet Rhona in the center of Havana for this final mission. Follow her until you reach the Restricted Area ( ). Though opting for violence is definitely a possibility, this leads to a difficult battle, with enemies surrounding you (and Rhona likely to expire in the melee). For a swift conclusion, do not enter the Restricted Area with Rhona, and instead sprint along the houses until you're out of the zone ( ). Now run around the Restricted Area and enter it from the southwest ( ). Sprint to the hay cart and hide to allay any suspicion ( ). You can now calmly move out of your hiding place and align a headshot on Hillary Flint ( ), then escape by swimming away.

Templar Hunt 03 – Anto

Mission 01 – "The Maroon Assassin": Meet Anto at the Bureau in the south of Kingston. When the mission begins, run straight to the west, towards the waypoint, only briefly stopping to hire the dancers directly to your right. As they keep you concealed from scrutiny, you only need to remain within the eavesdrop circle. Use brief bursts of Fast Walk to ensure that you are not outpaced. Once the sequence ends, run to the next waypoint and hire a new group of dancers located a short walk from the marker. Once again, follow your targets while blending among the dancers. When a chase begins, pursue your prey into the alleyway to your right, then use the shortcut pictured here to easily tackle one of the fugitives (hold the High Profile Button and press).

Mission 02 – "Recruiting Maroons": Go talk to Anto at the mission start position. Your goal here is to free three slaves held captive (and at gunpoint) inside small Restricted Areas. For the first site, a short walk to the west of your starting position, simply perform a double air assassination as pictured here, then free the slave.

Run to the second site to the northeast. A group of guards are taking the slave behind the house pictured here. Hire the dancers under the canopy and use them to distract the two soldiers close to the slave, then casually free the prisoner.

The third and final Restricted Area is further to the northeast. Approach the wooden fence from the northeast corner. Stand on it in the position shown here, then put the soldier to the northwest to sleep, and backstab the Captain before you free the slave.

Mission 03 – "Under Attack": You will find Anto back at the Bureau. Your mission here is simply to protect your allies from several waves of opponents. In between waves, you can optionally run to nearby sites where ambushers are gathering, though this is by no means mandatory or efficient. Your priority here is to make sure that Anto survives, so simply stay with him all along. Your opponents are all basic soldiers or Scouts, so Kill Streaks prove very efficient. Whenever you are outnumbered, drop a Smoke Bomb, assassinate one of the incapacitated men and follow up with a long Kill Streak. After a few waves, the mission ends.

Mission 04 – "The Commander's Ruse": For the final assignment, Anto waits for you in the center of Kingston. This begins with a simple tail, where all you have to do is tag your targets with Eagle Vision, then follow Anto – who will both show you the way, and do the dirty work for you. Once you reach the large Restricted Area where Abraham is hiding, stop following Anto, and run to the northeast corner of the zone, where you will find an opening in the wall ( ). You are in no danger here as you are still outside the Restricted Area. Identify the Captain as Abraham with Eagle Vision and he will make a short patrol around the well behind him. While he does so, sprint to the opening in the north wall ( ). This is the first time you must enter the Restricted Area, but fortunately you have Stalking Zones to conceal you. Quickly run to the one close to the well ( ), and either hit Abraham with a Berserk Dart, or whistle and quietly assassinate him. Complete the mission, and this Templar Hunt, by sprinting out of the Restricted Area through the opening to the north ( ).

Templar Hunt 04 – Vance Travers

Mission 01 – "Oh Brother…": You can find Vance Travers in the center of Nassau. After your introduction, run to the search zone to the north and hire the dancers, then identify your target with Eagle Vision. All you have to do now is keep inside the eavesdrop circle while remaining blended. When the eavesdrop ends, climb on the rooftop of the building to your right (pictured here), identify Upton with Eagle Vision, then take him down from your vantage point with a Berserk Dart, a Pistol headshot, or even a standard air assassination.

Mission 02 – "The Other Brother": You will begin this mission by speaking to Upton, in the west part of Nassau. After a short walk, Upton asks you to tail him and protect him from thieves. Hide in the nearby Stalking Zone as requested, then tail the two brothers from a safe distance after you have marked them with Eagle Vision. Follow the path shown here to stealthily assassinate the first two thieves from behind when they arrive from the northwest.

Hire the dancers in front of the gallows, enabling you to follow the two brothers closely, as pictured here. When the third and final thief approaches, assassinate him while blended among the dancers. Keep following Upton with the dancers surrounding Kenway. After a short eavesdrop sequence, you will have one minute to reach a search zone to the southwest, clearly marked by a waypoint.

Once inside the search zone, climb on the rooftop of the house in front of you and identify the target: he arrives from the north. An air assassination as he passes below you is all it takes to complete the mission.

Mission 03 – "Upton's Sorrow": Go talk to Upton at the tavern. Your objective here is to protect Upton and escort him to safety. You are unarmed during the initial brawl, so use Counter Kills and Kill Streaks to rapidly take down your opponents. Hire the dancers you encounter and send them away. Three guards will attack Upton after he relieves himself in the middle of the street. As you now have your weapons, double assassinate two from behind to get a head start, or drop a Smoke Bomb and eliminate them all in a single Kill Streak.

Mission 04 – "Queen of Pirates, King of Fools": The final mission start point is on the east side of Nassau. Ensure that your pistols are loaded before you begin. The waypoint soon leads you to a large search zone, which is also a Restricted Area. Free run through the trees to cross the entire zone, all the way to its west edge. From one of the branches, identify Vance with Eagle Vision, then air assassinate him as pictured here. A chase immediately begins, but you can end it in mere seconds: sprint after Jing Lang and hit her with two pistol snap-shots for an instant finish.

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Side Quests

Assassin Contracts

Assassin Contracts are action-oriented puzzles, in a sense, each one a unique arrangement of guards designed to prevent Kenway from administering a lethal blade, blow or Blowpipe dart to the specified target. They always take place in Restricted Areas, either temporary, or "borrowing" existing sites from militarized or off-limits areas throughout the Caribbean map. Experimenting with different approaches to find a pure and unadulterated solution, opening up the route to an easy assassination, is absorbing and rewarding. It is enormous fun to beat these missions with your own artifice and imagination, so we would suggest that you attempt to do so before consulting the walkthroughs in this section. Our approaches are designed for immediate, frustration-free success – and that, we'll candidly admit, is rarely the most enjoyable way to experience these side quests.

Blowpipe darts of both varieties are phenomenally useful in these missions, so always ensure that you have a ready supply (plus a backup cache of bones to craft them). Sleep Darts, as ever, are the keys that so frequently unlock unobstructed passage to a favorable vantage point or direct assassination opportunity. Berserk Darts, however, are the absolute weapon of choice for kills, as they enable you to kill your target without initiating a post-assassination fight. Rather than struggling to extract yourself from a melee, you can leisurely watch one unfold before you take your leave. You should not, however, feel obliged to use this powerful tool on every occasion. Traditionalists may prefer the personal touch of a hidden blade after a bold leap, the artistry of a headshot on a moving target, or the chicanery of an infiltration that involves the services of dancers or drunken pirates. Everything, as they say, is permitted.

Contracts in most areas must usually be completed in sequence, with a successful assassination unlocking a subsequent challenge for that location if any remain. In the event that a target escapes, you can Fast Travel to a nearby Viewpoint to reset the side quest. Each fulfilled contract will provide you with 1,000R , plus an additional bonus if you do not trigger open conflict in the majority of instances. For easy reference, the order in which we cover them duplicates that of the Progress Tracker.

Kingston (Contract 01) – "The Plantation Master": Approach from the path to the west that runs alongside the Restricted Area. Climb onto the rooftop and, after ensuring that the patrolling Captain is facing away, hit the marked target with a Berserk Dart.

Kingston (Contract 02) – "The Guard Post": This target stands on top of a rock outcrop, with the main path guarded by five soldiers. While you can incapacitate these with Sleep Darts, or potentially sneak to the target's position via a climbing path on the north side, there is an even easier solution. From the cliff to the west, you can move within range for a precision head shot, or hit the Captain with a Berserk Dart.

Kingston (Contract 03) – "The Slave Traders": Approach from the east and climb the rooftop shown here to identify your target. You can achieve this without disturbing any of the sentries overlooking the area, though it's usually sensible to hit the patrolling Gunner on the rooftop to the west. Shoot the target with a Berserk Dart, then watch the battle unfold.

Kingston (Contract 04) – "The Judge": This assassination takes place in Port Royal, to the south of Kingston; you will need to use one of the Fast Travel rowboats on the shore to reach this part of the map if this is your first visit to the area. Otherwise, Fast Travel to the nearby Viewpoint to begin. Approach from the southeast and climb the building shown here. Your target is the man shouting outside the door of a house on the opposite side of the street. While it is possible to air assassinate him, he will sprint to escape at the merest sight of Kenway, which begins a fairly complicated chase. For that reason, it's wiser to shoot him with a pistol or a Berserk Dart from a safe distance.

Kingston (Contract 05) – "The Weapons Smugglers": Approach the Restricted Area from the south and ride the lift to reach the rooftop, then silence the patrolling Gunner. From here, you can identify the target (a Captain) and hit him with a Berserk Dart. For a change of pace, if you don't mind a potential post-mission chase, you could alternatively use the musket dropped by the sentry.

Kingston (Contract 06) – "The British Captain": Your target stands at the center of a small Restricted Area, loudly remonstrating with citizens. A Berserk Dart is the cleanest solution, and can be administered from the rooftop to the north, or even from the beach to the southeast. An alternative solution is to employ the nearby drunken pirates and order them to attack him.

Havana (Contract 07) – "Beach Bonfire": Approach the circular Restricted Area from the west and immediately enter the Stalking Zone. Your target walks a short patrol between the hiding spot and the brawling pirates. Transfer into the hiding spot when he is at the latter position, then assassinate him on his return.

Havana (Contract 08) – "A Shipment of Powder": From the dock to the south, jump into the sea and swim to the northeast edge of the Restricted Area. Your target, a Scout, walks the short patrol marked on the accompanying screenshot. Stealth swim to the side of the boat, then climb up and hang from the ledge. When he moves within range, perform a ledge assassination.

Havana (Contract 09) – "The Spanish Commander": Approach from the rooftops to the east and, after tranquilizing any Gunners within range, look for the Captain as he walks his patrol. A single Berserk Dart will suffice; when he falls, you can retrace your steps to leave without complications. You could, alternatively, use the nearby dancers to distract guards stationed at the east or north entrance, then strike with a dart from a safe distance.

Havana (Contract 10) – "Unlicensed Dealer": Make your way to the southeast corner of the Restricted Area and employ the group of dancers. Order these to distract the guards marked on the screenshot, then climb onto the low roof; this position is not overlooked by the many Gunners and Scouts on the upper rooftops. While being careful not to move too far forward, identify your target with Eagle Vision, then hit him with a Berserk Dart.

Havana (Contract 11) – "No More Taxes": Approach from the rooftops to the south to avoid Gunners. From the very edge of the rooftop, look down to the left to see your target (a Captain). A Berserk Dart fired at any part of his body will end the mission without further exertion.

Havana (Contract 12) – "A Botched Escape": Start your approach from the northeast. Climb the scaffold, then incapacitate the patrolling Scout. Move to the next rooftop to identify your target below. As soon as you set eyes upon him, he will enter into an altercation with the nearby guards – and his first instinct will be to flee. Stop his escape with a Berserk Dart.

Nassau (Contract 13) – "The Pirate Captain": Approach the Restricted Area from the east, through the lengthy tree-based free run course that begins behind the general store. From the safety of your vantage point, use Eagle Vision to identify the Captain, then hit him with a Berserk Dart.

Nassau (Contract 14) – "The Outlaws": If you have already Synchronized with the Viewpoint in the Restricted Area (and if not, you should do so before you begin), you can simply Fast Travel to the location. On arrival, immediately turn and hit the sentry on the rooftop behind you with a Sleep Dart, then identify the target below (a Brute) with Eagle Vision. Strike him with a Berserk Dart, then wait until he falls; it may be prudent to use this time to knock out the pirate that you tranquilized moments before.

Arroyos (Contract 15) – "Tomb Raiders": The target for this contract is found on Pinos Isle to the southeast. The Restricted Area around the ruins is very large, and the infiltration fairly complex if you move in from the southeast. If you have Synchronized with the local Viewpoint beforehand, however, you can Fast Travel directly to the very heart of the search zone. Perform a Leap of Faith into the hiding spot to your left, then whistle and execute a corner assassination on the guard outside the northeast entrance. Repeat this for the patrolling soldier who will emerge from the same door moments afterwards. Your target – a Captain – will set off on a patrol after you enter the ruins. For this reason, a direct approach works best. Sprint to the second door to the right, then press up against the edge and perform a third and final corner assassination. If things should go awry, you can Fast Travel to the Viewpoint above to reset the contract to its default state.

Arroyos (Contract 16) – "A Last Drink For The Road": As soon as you accept the contract, sprint for the harbormaster stall. After remonstrating with a man, your target – a Captain – will kill him and run to his boat at the dock. Once on board, the vessel will sail away, necessitating a naval battle to complete the assassination. If you reach the harbormaster from the direction shown above, though, you have just enough time to identify your target with Eagle Vision and hit him with a Berserk Dart right after he performs the murder.

New Bone (Contract 17) – "Castaway": This target is found on Cayman Sound, with the entire island a Restricted Area for the duration of the mission. Fast Travel to the Viewpoint to begin; you should be able to identify the Captain to the northwest from up here. Being careful to avoid patrolling pirates, enter either of the Stalking Zones close to the target's position, and you can then easily hit him with a Berserk Dart.

Corozal (Contract 18) – "The Unworthy Brother": You must conquer the Chinchorro Naval Fort to complete this contract, which means that it is one that you will probably leave until you have the majority of Jackdaw upgrades later in the game. Once the fort is under pirate control, Fast Travel to the area. Climb up to the Fort Commander's office (on the north side of the Restricted Area), then eliminate the Gunner patrolling there. If you listen carefully, you can hear the target make claims about what he might do in the event that Kenway arrives to take back the fort. An air assassination works as a worthy rebuttal, though a pistol headshot or Berserk Dart will also suffice.

Crooked Island (Contract 19) – "The Poachers": This contract is completed on Mariguana Island, so Fast Travel to the Viewpoint there after you accept it. Interestingly, the target – a Captain – is within range for a Berserk Dart shot, which makes this the easiest assassination of all.

Crooked Island (Contract 20) – "The Deserter": You must travel to Salt Lagoon to complete this contract. The target is found beneath the natural rock "archway" in the north of the island, and is completely alone. If he spots Kenway, he will run – but he's actually not particularly fleet of foot, and can be caught after a short pursuit. For an easier kill, take a pistol headshot from a Stalking Zone or run up and assassinate him from behind when he turns away.

Grand Cayman (Contract 21) – "The Twin Dilemma": After accepting the contract, climb to the rooftop above the coop and free run to the east to reach the position shown here, overlooking the local tavern. You have two targets to kill, with several soldiers in the general vicinity. The simplest solution is to hit both marked individuals with Berserk Darts.

New Bone (Contract 22) – "The Dreaded Pirate": This target is located in Misteriosa. Fast Travel to the Viewpoint in that location, and use Eagle Vision to identify your quarry far below. This Captain walks a short patrol between two points until you approach him, at which stage he will begin walking to the west. However, if you quickly run to the low tower, as shown on the screenshot above, you can easily hit him with a Berserk Dart before he moves out of range.

Île à Vache (Contract 23) – "The Expedition": This assassination takes place on Cumberland Bay. Unless you have already dealt with it, this island is blockaded by a man o' war (refer to Charts & Collectibles for advice on how to land without combat). As is so often the case, the best way to begin is to Fast Travel to the local Viewpoint. On arrival, turn to face the opposite direction immediately and fire a Berserk Dart at the target highlighted here. You can then take a Leap of Faith into the water below. Note that you can also perform this assassination by sneaking in from the beach to the west to reach the Stalking Zone, as depicted here with a segmented line.

Île à Vache (Contract 24) – "The Slave Master": This contract requires that you eliminate a target in Tortuga, which you may be able to combine with a warehouse raid (see Warehouses) for a highly profitable visit. Anchor just off the north beach to begin, then run up the slope to reach the first Stalking Zone marked here. Though the front grounds of the house are patrolled by an assortment of soldiers, your quarry is unattended at the rear of the building. Move through the Stalking Zones, avoiding patrols where possible, then climb the roof of the house. You can then complete the contract with a textbook air assassination.

Andreas Island (Contract 25) – "A Slaver's Business": This is an unusual contract, as you will find no target at the Restricted Area surrounding the dock. If you wait for a short time, however, a ship will sail in. Your man is on board – and out of weapon range. There are several potential solutions here. If you favor showmanship, you can knock out all five guards on the dock with Sleep Darts before the ship arrives, then stand in wait – at a sensible distance – and calmly dispatch the target with a pistol headshot before Kenway is noticed. You could even swim to the back of the vessel and make your way up into the rigging, then finish with an air assassination. As this mission does not feature a stealth bonus, the quickest and easiest solution, however, is to sink the vessel with the Jackdaw before it even reaches the dock.

Salt Key Bank (Contract 26) – "The Informant": If you have yet to conquer the Naval Fort at Dry Tortuga, you will need to do so before you can complete this contract. Once you are ready, Fast Travel to the fort and knock out the Scout above the gate with a Sleep Dart ( ). You can then follow the route shown here to sneak up to where the enemy forces are stationed ( ). Traverse on the outer edge of the wall at the top of the steps ( ) to identify your target, who is incautiously sitting next to a powder reserve. Equip the pistols, then climb onto the wall ( ) and open fire at the explosives to complete the contract.

Andreas Island (Contract 27) – "The Treasure Hunter": You must journey to Abaco Island to complete this contract. Fast Travel to the local Viewpoint, then turn to the south. Your target will walk into a tent, leaving a sufficient area of his body visible for a well-aimed Berserk Dart. Immediately turn to the north and perform a Leap of Faith into the hiding spot and wait until the commotion dies down.

Salt Key Bank (Contract 28) – "Shady Business": Ensure that you have a supply of mortar ammunition (and, ideally, the Advanced Mortars upgrade) before you begin. Return to the Jackdaw after accepting the contract and sail west to reach the waypoint marker. From the north of the search area, use the spyglass to identify the vessel (a schooner), then immediately set sail to the west in pursuit. Your target will sail close to the coast, but you should go around the outside of the island. Once you have a clear sight of the ship, fire a mortar barrage just ahead of her position; even a half-decent number of hits should incapacitate her immediately. If you are quick, you can then move in and board or just sink the vessel before its naval bodyguard (a slow-moving frigate) can come within range to necessitate further combat.

Grand Cayman (Contract 29) – "The Smuggler's Squat": This contract cannot be completed until after you obtain the diving bell early in Sequence 06, as it is required to access the location of your target: Anotto Bay. If you have yet to go there, see the Underwater Shipwrecks & Caves chapter for a walkthrough that explains how to negotiate the underwater maze to reach the cave where your target awaits. On arrival, watch the central cave area and wait for a patrol to pass by; you will see the target (a Captain) in the distance. When the patrol moves away, perform a ledge assassination on the pirate above your position, then immediately assassinate the second, who is brutalizing a prisoner. Fire a Berserk Dark at the Captain, and drop back into the water (and move under the walkway) to stay out of sight while his men resolve the matter to your satisfaction.

Corozal (Contract 30) – "The Outlaw's Cave": Note that you cannot complete this mission until you get the diving bell in Sequence 06. Acquire a dagger from a Scout anywhere in the world before you begin this contract, which necessitates a visit to Ambergris Key. Before you set off, you should also ensure that you collect the Treasure Map from Corozal, as this location also features a buried treasure. If you need a walkthrough of the approach to the cavern where the target can be found, see the Underwater Shipwrecks & Caves chapter. When you reach the end of the underwater tunnel and emerge to behold the ruins, look up to the northwest. There is a sentry far above, with a second patrolling pirate joining him briefly at regular intervals. Wait until the patrolling pirate walks away, then kill the sentry with the dagger ( ) – just move within range, below his position, then tap when he is highlighted. Now climb the ruined pillar ( ) to reach the upper platform, and position Kenway for a corner assassination when the pirate returns ( ). Pick up the nearby musket, carefully identify your primary target patrolling in the main chamber ( ), then shoot him and brace yourself for the fight that follows.

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Side Quests

Naval Forts

Conquering each fort unfogs the Caribbean map, removes its Restricted Area and reveals all collectibles in the corresponding zone, in addition to a small monetary bonus. There are three Level 1/Easy forts (– Dry Tortuga, Eleuthera, Gibara), four Level 2/Medium forts (– Castillo de Jagua, Cabo de Cruz, Conttoyor, Navassa), and three Level 3/Hard forts (– Chinchorro, Serranilla, Charlotte).

As a general rule, all Level 1 forts can be conquered with the basic set of Jackdaw upgrades available at the end of the naval tutorials during Sequence 03, though additional enhancements are a boon if you invest in them beforehand. Level 2 forts require mid-level upgrades: Reinforced Hull Armor, Advanced Broadside Cannons Set, Reinforced Round Shot Strength, Reinforced Mortars and, ideally, Advanced Swivel Guns. For Level 3 forts, you should consider the penultimate level of all major Jackdaw upgrades as a baseline requirement, with Elite upgrades a welcome bonus if you have them.

After the initial naval assault, the second stage of conquering a fort comes as you dock the Jackdaw and join the battle inside the walls. You must defeat at least one marked Captain – and up to three for the harder forts – to break the spirit of the defenders and force their surrender, which unlocks a final waypoint where you are instructed to assassinate the Fort Commander. Our solutions focus on the most direct route to each Captain, ideally with fuss-free assassinations, but enemy forces may engage Kenway and complicate matters at any time. We suggest that you always have a plentiful supply of Smoke Bombs, loaded pistols and, if possible, Blowpipe ammunition before you begin an attack.

Fort Dry Tortuga (254,749)

Approach this fort from the east, as this enables you to assault the southernmost tower with two or three broadsides as you round the tip of the island. If you have already invested in the mortar, you could also bombard the fort before it is even in sight, using the distinctive red hue that appears when a potential barrage is “on target” as a guide. This isn’t strictly necessary though, as – even at full sail – you can usually decimate the three targets with broadsides and swivel-gun fire alone during a single pass. Dock on the north side of the fort to begin the ground assault.

After climbing the outer wall, follow the route shown here to reach a set of ropes that run above the Captain’s position. Perform an air assassination, then briefly defend yourself until the guards surrender, or simply make an immediate break for the waypoint to reach and kill the Fort Commander.

Fort Eleuthera (726,784)

The most practical approach to Eleuthera is from the west, as this should enable you to destroy all marked targets in a single pass – and leave you perfectly positioned to dock on the east side before other ships can potentially approach the area. Feel free to slow to half sail when you move in close: this fort’s pitiful firepower shouldn’t make too much of a dent in the Jackdaw.

By free running and climbing the course shown on the accompanying screenshot, you can reach a wooden beam directly above the enemy Captain for an easy air assassination. You can then drop down to the entrance to the war room directly below.

Fort Gibara (657,521)

Approach this fort from the west, along the coastline, or directly from the north, as the approach from the east leads through waters that may be patrolled by brigs and even occasional frigates. Gibara is as structurally weak as Dry Tortuga and Eleuthera, but the heavy shot fired by the cannons above its south-facing gate can pack a hefty punch – so don’t linger within their range. Once the defenses have been destroyed, land on the dock on the west side to begin the ground assault.

Though it’s perhaps a little quicker to just climb directly to the Captain’s position, he’s accompanied by two guards who will run to his aid. For a clean conclusion to this assault, follow the route outlined above to end the fighting with an air assassination.

Castillo de Jagua (356,556)

Sail in along the coastline from the west to begin this relatively straightforward naval assault. Once you move within range, you can assail the defenses with mortar barrages before you swing the Jackdaw around for broadsides. There are usually gunboats in the area, but these are no more than a nuisance: concentrate your fire on the fort itself. When it falls, carefully steer the Jackdaw away from enemy ship detection zones to safely dock without further conflict. Inside the walls, it makes sense to start with the Captain in the northeast of the fort. Climb the building to your left when you first arrive, then free run over the elements on the wall of the building to the left of your target to reach a set of ropes. From here, highlight your target and perform an air assassination.

From the site of your previous assassination, it’s usually possible to sprint to the south and perform exactly the same trick with the second Captain. Be careful to ensure that he is highlighted before you commit to the attack: there are other defenders in this area, so it’s easy to air assassinate the wrong target if you are too hasty.

Fort Cabo De Cruz (566,390)

Sail in along the coast from the west, as this usually enables you to sail through the Restricted Area without encountering enemy ships. You can use mortar barrages once within 500m to weaken the nearest defenses, though you will usually require two passes of the fort to destroy all highlighted targets with the mid-level broadside cannons and swivel-gun upgrades that we recommend for Level 2 forts. Once you are inside the walls, there are two Captains to kill – the first of which is directly to the south. We find that you can often circle behind him for a fuss-free assassination, but he can be a little twitchy and break into a run. As it happens, he won’t move far. Equip Smoke Bombs and eliminate him while he is incapacitated by the cloud.

After the first kill, make your way to the level above the second Captain. The ropes above his head facilitate a simple air assassination, but you will need to be quick: there is a Gunner on the far side who will soon detect Kenway and start aiming. If you have the Blowpipe, you could optionally incapacitate the sentry with a Sleep Dart beforehand – though immediately jumping down to the Captain once you are above his head, blades poised, is a fairly straightforward process.

Fort Conttoyor (102,547)

The waters surrounding the fort at Conttoyor play host to an endless storm until you destroy its defenses, which makes this one of the more demanding naval assaults. The fort itself is located on a small island, which might lead you to expect that simply sailing around at close range is a suitable strategy. Think again. The waterspouts that arise shortly after combat begins play havoc with your ability to steer the Jackdaw when they move nearby, and will dash the ship against the rocks of the island if you sail too close. Assault the fort at long range (350m to 450m) with mortar barrages to weaken the highlighted emplacements before you sail in to destroy them with broadsides at a distance of no closer than 200m. Once you dock and move inside the walls, the first of the three Captains can be found directly to the south. A fight is unavoidable here, so just dispatch him (and the two Scouts guarding him) after dropping a Smoke Bomb. You can then turn and run straight to the north, where you can eliminate the second Captain with a pistol headshot or Berserk Dart.

To kill the third Captain without a fight, climb back up the wall to the south and make your way to the low storage shed behind your target. Perform an air assassination, and the defenders will soon relinquish their arms. As an aside, we would suggest that the Conttoyor fort is a lion masquerading as a house cat: it clearly bears all the hallmarks of a Level 3 fort (tough naval assault, three Captains), despite its Level 2 billing. If you can beat this without incident, you may be ready to cast your acquisitive gaze towards the Level 3 forts in the south.

Fort Navassa (728,219)

This fort is an island, which you should quite rightly anticipate as an opportunity to sail around it and hit it with broadsides at full speed. However, this makes the schooners that patrol the surrounding waters more dangerous than usual, as their ability to match speed with the Jackdaw – and either assail it with cannon fire from behind, or drop fire barrels that complicate subsequent circuits – means that each successive swing around the fort becomes more complicated. We advise that you incapacitate schooners whenever they are in range. If the Jackdaw sustains a worrisome degree of damage, you can then board these stricken vessels to make mid-battle repairs. Once the ground assault begins, climb the left-hand wall, as this will enable you to stay out of sight of the first Captain off to the right. Climb onto the nearby building to perform an air assassination before he runs to the south. You can then return to the same building and move to the east side to eliminate the second Captain in a similar fashion.

Return to the position where you entered the fort and run beneath the scaffold. Assassinate the Gunner at the end of the walkway, and you can then either use the musket he drops for a one-shot kill on your final target, or move in closer for a third air assassination.

Fort Chinchorro (124,357)

This fort is unusual in that the challenge posed by the naval attack escalates as the battle unfolds. After the battle has raged for not much more than a minute, it will begin to rain, with conditions steadily worsening as a thunderstorm develops. Of greater concern is the arrival of enemy ships. The key to this battle, in short, is to destroy the marked emplacements quickly and efficiently before the situation gets out of hand. Once you land at the dock, free run to a position above the first Captain to perform an air assassination.

Have your Smoke Bombs at the ready as you approach the second Captain. Though it’s possible to climb to the level behind him for an air assassination, you will have to fight the two nearby Brutes anyway, so it’s better to just engage all three and eliminate them in the choking fog of a Smoke Bomb cloud. The third Captain is located in the far south of the fort. Approach him via the route detailed above, and he will make a break for it when you near his position, albeit haplessly (for him!), into Kenway’s path for an easy assassination.

Fort Serranilla (347,140)

This is arguably the easiest of the top-tier forts to attack from the sea, and you may even be lucky enough to arrive while Spanish ships assault this British territory. Though the fort’s firepower and structural integrity is noteworthy, you always have the option to move out of range of its emplacements to the north and south of the island, sailing to the west, rather than turning while in direct range of its cannons and mortars. Once the ground assault commences, follow the route shown here to sneak up behind the first Captain. For an easy life, you can then hit the second Captain to the east with a Berserk Dart.

With the first two Captains dealt with, turn to the west and climb as directed in the screenshot above. This will enable you to reach a position behind your third target for an assassination of any kind before the nearby defenders can react to Kenway’s presence.

Fort Charlotte (470,272)

As with Conttoyor, the fort at Charlotte is in the thrall of a perpetual storm… but the primary threat here comes from the rogue waves that sweep through the area. Carefully align the ship and brace to navigate through each one of them. It’s actually a good idea to stay as close to the fort or the shores around it as you can, as the rogue waves will dissipate just before they reach land. After you dock, you will find the first two Captains in the same area, with numerous defenders surrounding them. The neatest solution is to hit both with a Berserk Dart apiece, then pay the melee a wide berth as you head for the third Captain.

Your last target is on the south side of the fort, observing the battle below. Make your way to the left of his position via the climbing route shown here, eliminating the Gunner with a ledge assassination when you reach the top. You can then sneak behind the Captain to end the resistance with the Hidden Blades.

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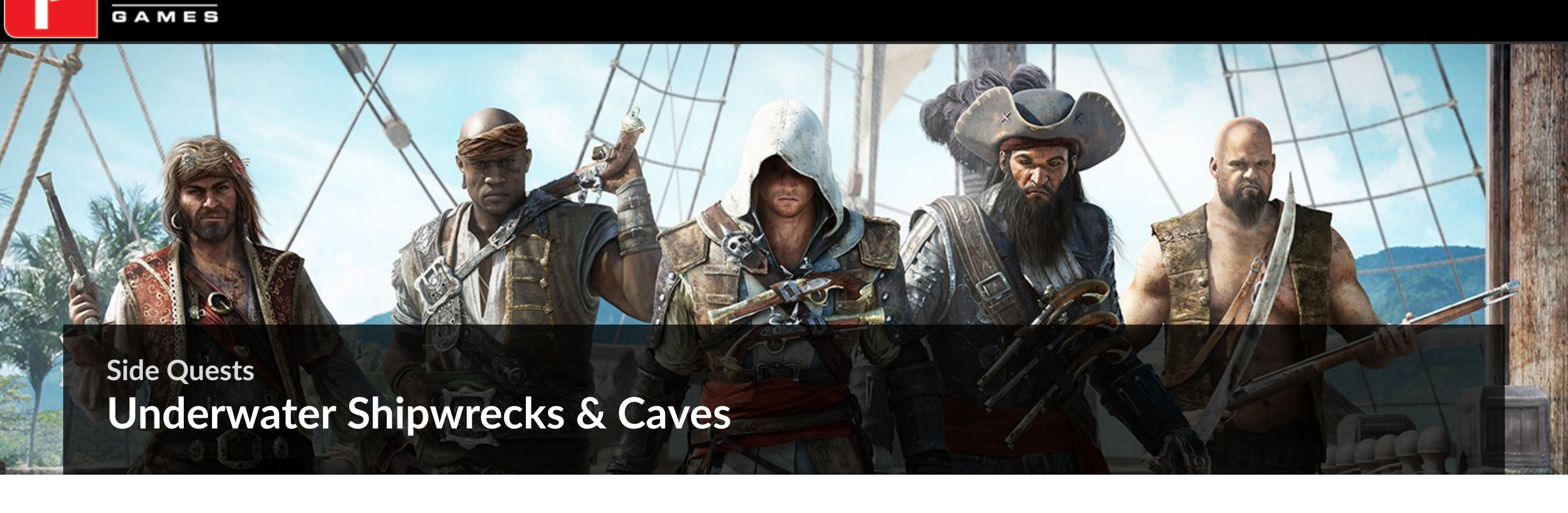

Side Quests

Underwater Shipwrecks & Caves

These varied destinations range from forgotten galleons visited via the diving bell, to secret caves where Kenway can appropriate cargo from smugglers. Most notably, however, they are also the locations where many of the best Elite-grade design plans for the Jackdaw are found – but be warned that these grand rewards come at a price, as underwater locations have a particularly high difficulty level. Our walkthroughs are designed for 100% completion, and offer practical routes through each area that minimize danger. That said, there is no reason why you can't just use them to identify the chest containing the design

plan that you require, then make a "suicide swim" to collect it. Remember: while the act of picking up a collectible is permanent, Desynchronization is not.

All dive sites ( ) are locked until you complete "Diving For Medicines" at the start of Sequence 06. This debut dive involves the San Ignacio Wreck, which is covered in full in the Walkthrough chapter. The two destinations marked by a cave icon ( ), Jiguey and Petite Caverne, can be accessed from Sequence 03 and Sequence 04 respectively.

Petite Caverne (901,263)

A cave that you can enter on foot after anchoring the Jackdaw outside, Petite Caverne is guarded by a dozen pirates. A Gunner watches the entrance tunnel from the position marked on the accompanying screenshot, so it's prudent to hit him with a Sleep Dart as soon as he is within range. With no direct requirement for stealth, it's probably more efficient to simply defeat everyone in a series of localized battles – or just have fun with the Blowpipe. When the dust settles, you can methodically make your way around the cavern to pick up all collectibles. The Treasure Map found on the west side of the cavern leads to a dig site in Tulum.

The Treasure Map from Cayman Sound leads to this position, in the southwest corner of the smuggler's den. The buried chest contains the **Elite Heavy Shot Storage design plan** and 3,000R

Jiguey (565,539)

Kenway can enter this smuggler's den on foot after anchoring the Jackdaw outside the entrance. The tunnel leads to a large natural cavern where, should you visit during the day, glorious natural light streams in from an opening in the ceiling. Guarded by only nine pirates, mostly of the basic soldier class, it's easy to clear the area with a sequence of short, decisive battles. You may wish to do this in a counterclockwise progression, starting with the sentry on the tower shown here (just to your right as you enter). It's then a trivial task to plunder this location of its collectibles.

The Treasure Map from Île à Vache leads to this position, by the coconut tree. It contains 4,000 R.

Kabah Ruins (769,145)

From the diving bell, swim to the chest to the south (your left when you begin), then back to the bell. Now swim through the patch of seaweed to reach the lower entrance to the ruins, where you will find a second chest, guarded by a moray eel. It contains the **design plan** for the Jackdaw's **Elite Round Shot Strength** upgrade. Now turn around and quickly swim to the upper entrance of the ruins, where an Animus Fragment awaits.

From the upper entrance, swim to the air barrel. Carefully inch around the eel as shown here, open the chest, then swim further down the tunnel. Catch your breath at the first air pocket, and take a right when you reach a crossing. You are now in a long, straight corridor. The only difficulty here is that a powerful undersea current will propel you backwards at regular intervals. This event is foreshadowed by what feels like an earthquake: whenever you see the camera shake, quickly swim into an opening on the right-hand side, and remain there until the current subsides. You will find a chest in the first path to your right, and an Animus Fragment along with an air pocket at the end of the second path to your right. Use the two burst beams on the way to propel Kenway forwards. After replenishing the breath meter, swim all the way back to the tunnel entrance.

Once you're back outside, swim to the patch of seaweed. As soon as the nearby shark turns away from you, swim to the wreckage where you will find a chest. Exit from the other side and replenish your breath meter with the air barrel. When you are ready to proceed, swim to the narrow corridor to the southwest.

Swim along the ocean floor, and use the burst beam to quickly reach the patch of seaweed. As soon as the shark loses interest in you, swim to the fifth chest in the shipwreck (paying the moray eel and the urchins a wide berth), then to the air barrel. Go through the seaweed once again, but this time swim to the back of the wreck. You can access an Animus Fragment via an opening on the other side. Catch your breath using the nearby air barrel.

Keep swimming in the same direction to find the seventh chest just a few strokes away. Wait for a shark to move past the exit, then swim to the next air barrel.

From the air barrel, swim towards the burst beam and propel yourself to the door pictured here. You will find the final chest at the end of the path, past a moray eel. Once you have opened it, return to the diving bell. Note that you can refill your breath meter at the air barrel on top of the ruins.

Devil's Eye Caverns (487,357)

In an area mercifully free of sharks, the first two Treasure Chests can be collected with ease from inside the wreckage on the sea bed. After the second, replenish Kenway's air at the barrel before you swim into the tunnel.

After you swim along the initial tunnel section, you will come to an opening where you can see an Animus Fragment obscured by an impassible barrier, and a strong undersea current flowing to the right. Move into this current, but try to keep the camera aligned to face approximately north. When you reach the position shown here, with an urchin-covered stalactite directly ahead, immediately use the High Profile Button and d to steer Kenway to the tunnel to the left; a glance at the mini-map will help you with the timing. Pick up the Animus Fragment, then return to the fast-moving water and swim to the end of the tunnel.

Stop at the air barrel to refill the breath meter, then loot the Treasure Chest directly ahead by swimming in from the rear of the debris to avoid the moray eel at the front. Swim to the wreck in the distance and use the air barrel, then avoid the jellyfish as you approach the glowing hatch. Press to open it, then swim inside and loot the fourth Treasure Chest of this dive so far. Move into the tunnel, and Kenway will be caught in another underwater current. Swim with this, watching the mini-map as you approach an air pocket. When you arrive in that position, use to ascend and grab more air.

From the air pocket, face to the west then submerge. Loot the Treasure Chest, then avoid the jellyfish as you follow the tunnel to the west, often in an upwards trajectory. This soon swings to the south. Watch the mini-map closely. When you approach the Animus Fragment marker, you can find the collectible in a small alcove to your left. After you grab this, continue south to reach the next air pocket.

Leave the water and run up the slope to find two Treasure Chests. The one on the left contains the **design plan** for the **Elite Swivel Guns**, a mighty prize for a relatively routine dive. Once you have opened both containers, dive from the ledge to the right, facing west.

Swim to the bottom of the pool and loot the final Treasure Chest. You can then swim to the west, where Kenway will be propelled by high-speed currents; use d to steer him away from collisions. When this sequence ends, ascend to the surface for air, then enter the tunnel to the northeast. Take the first right to return to the area where the diving bell awaits.

The Blue Hole (471,170)

Reaching the first Treasure Chest on this dive is complicated by a shark that moves in a regular pattern along the length of the shipwreck. Though it is possible to reach the small doorway in one daring, lunging swim, it's safer to stagger it into three stages: the seaweed patch to the left of the hull, then the covered area on the deck, then make a break for the opening.

Once you have looted the chest, backtrack to the covered area on the left side of the shipwreck and swim north through the doorway. Immediately turn right to cast eyes on an air barrel.

Swim to the air barrel and look down into the depths ahead to see your destination. You are just about to embark on the most difficult section of this dive. When the shark turns away, swim for the opening in the next portion of the ship.

Open the nearby Treasure Chest, then swim through the doorway to the east and turn left to reach wooden stairs – and, more pertinently, an opening to the deck above.

Wait for a second or two (time being of the essence here), then swim past the shark to reach the captain's cabin, where the third Treasure Chest of this dive can be found. Immediately turn and swim to the left side of the ship, where a hole in the hull provides a safe route to the sea bed below.

Swim through the opening to the right, just beyond the wall, to collect the first Animus Fragment. The breath meter should be approaching the halfway mark at this point.

Turn and swim to the north to loot this Treasure Chest, then swim out of the hole on the east side of the ship to reach the sea floor.

You emerge into a patch of seaweed, and oxygen will by now be a very pressing concern. Swim to the north to reach an air barrel.

The next Treasure Chest is to the west of the air barrel. Angle your approach carefully to avoid a moray eel, claim the contents of the chest, then swim to the east.

Follow the route shown here to avoid the shark and reach a specific patch of seaweed.

There are two moray eels to avoid before and after you claim the contents of this Treasure Chest (the **design plan** for the **Elite Broadside Cannons Set** upgrade): one to the right of the opening, and another behind a rock to the left. Angle your swim as shown in the screenshot to avoid both. After you empty the Treasure Chest, return to the patch of seaweed.

This Animus Fragment is awkwardly placed, as it exposes you to the nearby shark for a fairly lengthy period of time. Wait until the shark swims away, then follow the approximate route shown here to reach it. From there, swim to the opposite side of the rock and downwards to reach an air barrel before the shark moves in to attack; watch out for a moray eel close to the adjacent seaweed patch.

From the air barrel, swim to the southwest through the seaweed patches.

The final Treasure Chest is located here. Be careful to avoid a moray eel to your left as you leave the seaweed patch, and a second to the right of the chest itself. Take a few breaths from the air barrel.

The last collectible is an Animus Fragment in the hull section to the west. Watch the sharks closely, then use the burst beam to reach the opening at the top. Retrieve the Animus Fragment, then swim through the bottom opening and head west in a flat trajectory for approximately five seconds. You can then turn to the south and swim upwards to reach the diving bell beneath the Jackdaw without further encounters with sea life.

La Concepcion Shipwreck (181,296)

From the diving bell, swim down to the sea bed, through the patch of seaweed, and enter the first shipwreck after carefully negotiating the jellyfish. Once you've looted the chest inside, exit via the other opening. Conceal yourself in the seaweed to remain unseen by the shark while you swim towards the air barrel.

From the air barrel, swim through the seaweed and wait until all nearby sharks move away before you propel yourself from the burst beam to reach the next wreckage. Steer clear of the jellyfish, open the chest inside, then retrace your steps. Wait for another opportunity where the sharks move to the far end of their patrols to quickly swim to the next air barrel.

Enter the shipwreck through the nearby opening, and swim straight until you reach a wall. Open the chest on the other side of that wall, then turn around and pick up the Animus Fragment. Keep going in the same direction and you will leave the wreck via the trapdoor pictured here. Empty the chest behind the trapdoor, then replenish your breath meter with the air barrel.

Lunge up as quickly as you can to collect the Animus Fragment on the mast platform. Hide behind the structure if a shark follows you, then swim straight inside the final shipwreck. You will find a chest right in front of you as you enter it from the position shown here.

Go through the wreck and open the chest next to the mast. Now turn around, lunge up once and swim down the small staircase, where you will find the final chest, which contains the **design plan** for the Jackdaw's **Elite Ram** upgrade. Watch the nearby shark, and rush towards the Animus Fragment the moment its patrol takes it in the opposite direction. Use the air barrel to catch your breath.

You can go back to the diving bell by swimming around the rock cliff. If a shark is following you, swim through the wreckage on the way to break its line of sight.

The Black Trench (215,449)

From the diving bell, swim to the wreck to the south. Open the chest to your right, then keep going forward, dodging the jellyfish and urchins, until you reach a patch of seaweed at the end.

When the shark moves away, swim to the air barrel, then on to the next pile of wreckage where you will find a second chest. Keep going in the same direction, leaving the air barrel untouched, until you reach another seaweed patch. From here, make a quick visit to the nearby wreck to loot the third chest, before concealing yourself again in the same patch.

Refill your breath meter with the air barrel you previously left alone, then swim into the wreck's captain's cabin. You will find two chests inside: one immediately in front of you, and the other just below, accessible from an opening in the floor. Once you're done, swim back outside, squeezing through the trapdoor pictured here as the shark is looking away, to obtain an Animus Fragment. You can now lunge up to the air barrel just above.

Watch the shark below your position. The moment its patrol route takes it to your right, swim inside the second half of the shipwreck. After opening the chest to your right, use the air barrel on the opposite side, then go through the door next to it, and up the small stairway behind this.

Take a left as you come out of the stairway and loot the chest in the small room on the side of the ship. This contains the design plan for the Flower Sails, an appearance upgrade for the Jackdaw. Swim through the hole in the wall, make a stop at the air barrel if required, then, when the shark moves away, rush to the final collectible, an Animus Fragment, in the next shipwreck. From here, you can swim all the way back to the diving bell in a single, straight-line journey: any sharks that spot you will eventually give up, and you should have sufficient oxygen to complete the trip.

Antocha Shipwreck (630,660)

From the diving bell, swim into the wreckage to the right to find the first Treasure Chest; be careful to steer clear of the eel to the left as you enter. Exit from the back of the wreckage. Use the two patches of seaweed to avoid the nearby sharks as you swim through the gap in the ruined fore section of a ship to reach a second Treasure Chest.

Replenish the breath meter with the air barrel outside before you continue, then move into the seaweed patch. The nearby shark makes a short patrol. Wait until it moves to the right, then swim to the next patch of seaweed; the burst beam will propel Kenway a little faster. From the seaweed, swim into the hull section to find the third Treasure Chest. Be extremely careful: there is a moray eel very close to your position here.

Move back to the seaweed patch and grab air at the barrel. You are now going inside the wreck for the most complicated section of this dive. When the shark moves to the far extent of its patrol, swim up and through the entrance shown here.

Swim along the corridor, to the northeast, to reach the fourth Treasure Chest. After opening it, perform a U-turn and swim through the doorway behind you.

In this short corridor, turn to the left to find the fifth Treasure Chest. Once again, turn 180 degrees and swim through the doorway.

Swim to the northeast, then up through an opening to reach the sixth Treasure Chest. This contains the **Elite Mortars design plan**. Kenway will be short on air now, so turn immediately and swim to the air barrel outside.

From the air barrel, you have a risky swim to reach the Animus Fragment above. Swim close to the mast to break the line of sight between the patrolling shark and Kenway. After retrieving the Animus Fragment, swim down to the opening shown above.

Replenish Kenway's oxygen level at the barrel, then swim through the nearby doorway.

When you reach the wooden steps, look for the shark outside. When it turns away, quickly swim to the right and collect the last Treasure Chest.

Finally, swim through the opening on the west side of the hull. Swim to the burst beam, and from there to the small wreck where you will find an Animus Fragment inside; watch out for the moray eel to the right. You can then grab a breath at the air barrel before you swim back to the diving bell to end this excursion.

San Juan (479,487)

Collect the Treasure Map from Santanillas before you begin this dive. From the diving bell, the swim through the tunnel leading to the main cave is largely routine: there are urchins to avoid, and one moray eel that is easy to see from a distance. When you approach an Animus Fragment on the mini-map while rounding a corner to the left, however, swim close to the roof of the tunnel: there is an awkwardly placed moray eel below. Grab the collectible and continue to reach an air pocket. As you swim to the east, Kenway will be caught in a strong underwater current, which deposits him in the position pictured here. Loot the Treasure Chest, then continue along the tunnel.

When you reach a cavern, two pirates can be found facing away from Kenway: easy prey for a ledge assassination and a silent takedown from behind. The dig site for the Treasure Map found in Santanillas is just to the right of the opening that leads to the next chamber. It contains the **design plan** for **Elite Fire Barrel Strength** and 3,000R. Loot the Treasure Chest before you continue through the opening.

There is a dead body with a sword and a musket nearby as you consider the pirates in the next area, so Kenway can certainly arm himself for a fight. If you would like to avoid open conflict in the next room, you only need to eliminate two targets in the lower area. Watch the pirate to the right. When he turns to walk towards the Treasure Chest, perform an air assassination on the Brute, then silently take down the patrolling pirate before he turns. You can then loot the chest, collect the Animus Fragment as you approach the cave exit above, and then deal with the two Gunners looking out at the ocean as you see fit.

Anotto Bay (621,277)

We strongly advise that you leave this expedition until you obtain a Treasure Map that leads to this location from the Kenway's Fleet metagame, then accept the Assassin Contract called "The Smuggler's Squat" from Grand Cayman. This will enable you to complete all potential tasks here in one visit, removing the need to repeat the journey through its underwater maze. From the diving bell at the start, swim through the opening to the south and move along the submerged mine tunnel until you reach a ladder; at that point, swim up to continue. When you reach the junction shown here, pause and wait for a shark to pass.

The shark swims a counterclockwise circuit of the tunnels here, but you will need to move into its territory to replenish the breath meter and open a Treasure Chest. As soon as it passes, take the tunnel to the left, leading east. Follow this until you reach another tunnel to the left, then follow this to reach an air pocket. Return to the corridor and, once again, wait for the shark to swim by. Turn left and swim to the south until you reach a ladder, then swim up. At the top, open the Treasure Chest in the dead end to the east, as pictured here. You can then make a U-turn and follow the tunnel to reach the air pocket to the southwest.

Continue south along the tunnel until you reach a junction, then turn left to find an Animus Fragment in the dead end shown here. Once again, make a U-turn and swim to the west until you reach a ladder, then lunge up to the surface and climb up. You will need to make one last swim through submerged tunnels to reach the main area where the smugglers await, but this is entirely linear.

When you surface, climb to the platform above to perform a ledge assassination on the guard above, then incapacitate his companion to the left from behind. You should have just enough time to move behind the shelves to the east to coincide with the arrival of a patrolling Captain. Whistle to attract his attention, then strike when he moves within range. If you are in need of a weapon, you could do much worse than the axe embedded in the wooden boards close to the prisoner. This leaves five remaining hostiles, so you might just as well eliminate them in a quick brawl.

The two remaining Treasure Chests and a Treasure Map (which leads to 992,442 – or, more specifically, Principe) are easy to collect, but the Animus Fragment is a puzzle. It lies at the end of a corridor blocked by two closed doors. To reach it, dive into the hole shown here, then follow the tunnel to the west. Swim up at the end of the tunnel to reach the corridor and claim the Fragment.

The dig site for the Treasure Map obtained via the Kenway's Fleet metagame is found in this spot here, two steps away from the ladder leading to the cave's exit. It contains 4,000R.

Ambergris Key (55,178)

To avoid repeat journeys, collect the Treasure Map from Corozal before you begin this dive. The second Assassin Contract in Corozal also necessitates a visit to this area – but as the first contract entails conquering the fort at Chinchorro, it may not be plausible to do so in early Sequences. To reduce the difficulty of an inevitable combat situation here, we strongly advise that you acquire a dagger from a Scout anywhere in the world before you begin. From your start position, swim through the group of jellyfish to enter the cave. Avoid further jellyfish and urchins until you reach an air pocket. Grab a lungful of air, then collect the Treasure Chest shown here before you continue.

Head along the linear tunnel, avoiding hazards as before, until you reach a chamber containing ancient ruins. Before you begin the climb to the upper levels, investigate this sandy area to the south to find the dig site for the Treasure Map found at Corozal. This contains 4,000 R.

Collect the Animus Fragment, then move close to the bottom of the ruined pillar. Wait until the patrolling pirate arrives and then moves away. If you followed our advice to bring a dagger, you can now kill the stationary sentry (tap when he is highlighted for a one-shot kill). Climb the pillar and press Kenway against the edge of the doorway, then perform a corner assassination when the patrolling pirate returns.

The configuration of guards in the main chamber of the ruins (not to mention your limited tools) means that stealth isn't possible here: only combat will suffice. The musket to the left of the doorway where you eliminated the first two pirates is perfect for this purpose. Once the battle ends (and be prepared for multiple Brutes and Captains), you can loot the two remaining chests. The Treasure Map found on the northwest side of the chamber leads to 307,195: Misteriosa. Don't neglect to pick up the Animus Fragment hidden in a tunnel above the central area – you can easily reach it by climbing the wall in front of the doorway you arrived from. When you are ready to depart, walk the ramp to the southwest and dive into the sea where the Jackdaw awaits.

Side Quests

Warehouses

Plundering warehouses will net you small amounts of various types of cargo, as well as a financial bonus if you complete the challenge without a guard ringing an alarm bell: 400R, 750R or 1,000R, depending on the warehouse's difficulty level (, ,). This feature is unlocked (and, moreover, demonstrated) during "Sugarcane And Its Yields" in Sequence 03. Warehouses are much easier to raid successfully once you obtain the Blowpipe at the conclusion of Sequence 04.

A maximum of three warehouses (chosen at random from the total eight) are available to raid at any given time. Once you complete a warehouse, a site from the remaining pool of five will be filled with cargo after a five minute "cooldown" period. This makes it a little harder to aggressively grind these sites for cargo rewards, but it's still a viable strategy once you have unlocked all nearby Viewpoints.

A large stock of Sleep Darts (plus capacity and duration upgrades) and Smoke Bombs are valuable tools during stealth infiltrations. Our walkthroughs here focus on approachable and proven strategies that involve a minimal level of bloodshed. If you prefer a direct approach, or trigger a combat situation after an unfortunate misstep, note that a Smoke Bomb deployed at the site of an alarm bell will prevent guards from sounding a general alert.

Nassau (633,784)

The quickest way to start this raid is to Fast Travel to the Viewpoint in the southwest of the town, which conveniently overlooks the warehouse; otherwise, simply approach it from the north and enter the Stalking Zone provided by the crops outside the stone wall. Entice the nearby guard with a whistle, punish his rank stupidity with the vigor you deem appropriate, then activate Eagle Vision to identify the key holder. This Captain walks an anticlockwise patrol in the area directly ahead, which also brings him past your position. A well-timed whistle that doesn't also alert his soldier companion is perfect, though you can incapacitate both with Sleep Darts if they vault the barrier to investigate. Transfer to the Stalking Zone inside the Restricted Area, then hit both Gunners and the stationary guard to the left of the warehouse door (highlighted with an X above) with Sleep Darts. Once you are sure that no one else is looking, make a short sprint to grab your reward.

Havana (240,607)

Climb the building to the north of this warehouse and use Eagle Vision to identify the key holder: a Captain walking a short patrol between the Brutes guarding the entrance and another Brute closer to the dock. From the wooden beam (position), perform a Leap of Faith into the hay cart below (position). The Captain will now do a curious thing: he leaves the Restricted Area and walks an anticlockwise circuit of the block to the north. After two loops, he will return to his original position and stand watch – so speed is of the essence here. From your position in the hay cart, whistle to entice the patrolling Scout when he approaches your position, then eliminate him. While being mindful of the Gunner on the roof of the warehouse, assassinate the patrolling soldier to the right at position . You can then tranquilize the Gunner and disable the alarm bell. Now climb back over the wall and intercept the Captain on his patrol: he should have completed no more than a single circuit so far. It's wise to take him by surprise – either with an assassination from behind, or a Sleep Dart. You can then re-enter the Restricted Area (just jump over the wall close to the hay cart) and move to position . Either wait until the soldiers patrolling the dock face away before you dash for the door, or hit them with Sleep Darts.

Kingston North (623,172)

Approach the northwest corner of the Restricted Area surrounding the warehouse, then wait in the Stalking Zone close to the fence. The key holder, a Scout, walks a clockwise route around the house. Though a soldier who patrols close to the fence is a slight complication, it's no great challenge to whistle and lure the key holder to your position.

Move to the south of the Restricted Area, then enter the Stalking Zone. Hit the Gunner in the tower with a Sleep Dart, then do the same with the soldier patrolling to the right of the tower. You can then either perform a corner assassination on the stationary guard, or incapacitate him from behind if he moves to investigate his sleeping colleague. Approach the unattended door to complete the raid.

Kingston South (623,172)

Starting at the nearby Viewpoint, begin your raid by free running through the trees to reach a hay cart just inside the Restricted Area. From the hay cart, wait and watch. Use Eagle Vision to mark all enemies in the vicinity. When all guards are facing away, transfer into the Stalking Zone just outside the door of the barn. When the key holder (a Captain) arrives, whistle to entice him over. Sometimes, you may find that a patrol is too close for a safe assassination; this is unfortunate, and necessitates that you wait until the Captain completes another circuit of his patrol.

When all patrols are conveniently placed, run out of the Restricted Area and approach the warehouse from the east. There is a two-man patrol that can potentially spot Kenway here, but their route to the south takes them completely out of sight for a significant amount of time. Ignore the stationary guard, and simply walk to the marked door to end the raid successfully.

Cat Island (985,626)

Though the guard patrols on Cat Island are functionally identical to those you encountered in your visit during the "Sugarcane And Its Yields" Memory, there is one big difference: the key holder has an alternative patrol route. Your initial infiltration should be broadly the same, but without the circuitous route necessitated by the story-related eavesdrop. Make your way through the Stalking Zones, then eliminate the guard patrolling close to the warehouse.

From the Stalking Zone opposite the warehouse, make your way to the position marked on the accompanying screenshot. The key holder (a Scout) walks directly past every minute or so, which makes for an easy assassination. You can now retrace your steps to return to the warehouse.

Matanzas (333,650)

Make your way to the dock at the south of the map. From the dock, reach the specific tree (indeed, individual branch) shown in the accompanying screenshot. This offers a good view of the house where the key holder can be found, but is just outside the detection range of all hostiles in the area. Use Eagle Vision to mark targets.

When the guards (particularly the Scout on the lower roof, and the Gunner above him) are looking away, make a quick dash into the Stalking Zone. The key holder is a standard soldier, and walks a regular anticlockwise patrol around the house. Whistle to attract his attention as he strides by, then perform the necessary deeds.

Retrace your steps, then run to the east side of the dock. A Brute and a Scout walk a regular patrol along a path here. It's possible to vault the nearby fence and sprint up the path to the safety of the campsite when they approach the westernmost extent of their route (marked with an X).

From the campsite at the end of the path, head south into the Stalking Zone and study the area around the warehouse. If you eliminate the patrolling Scout (an easy task from your concealed position), there is usually a huge window where all nearby guards are facing away from the marked door. All you need do is wait for that opportunity.

New Bone (442,118)

Start at the southeast edge of the beach. Press up against the wall beside the small "doorway" and, when the Scout moves into position, perform a corner assassination. You can then make a dash for the Stalking Zones to the northwest.

When the two soldiers in the nearby field face away, sprint for the Stalking Zone close to the outer wall of the garden. From here, hit the Gunner on the roof with a Sleeping Dart, then continue to the house itself.

The key holder is a Scout who walks a long patrol route between sites in the garden in front of the house, before making a brief trip to the rear. Eliminate the soldier stationed here before he appears, then hide (perhaps on the lower roof section above) to stealthily subdue your primary target when he arrives.

Run along the path to the north until you reach two guards facing away from Kenway. You can hit them both with Sleep Darts for an assured result, though a double assassination works just fine if you are brimming with confidence. Approach an opening to the east to set eyes on the warehouse itself.

The only remaining hurdle is to hit the patrolling Captain and a stationary soldier with Sleep Darts before you make a run for the door. Wait until the Scout (right-hand side of the screenshot) walks to the south, then make your move.

Tortuga (882,370)

For the best possible start on a first visit to Tortuga, start from the east dock after a swim and circle around the outer edge of the coast to reach the north beach. From here, run up the slope to the Stalking Zone and eliminate a patrolling Brute, as pictured here. There is often a "save pirates" scenario close to the Viewpoint, so the presence of two Gunners complicates matters somewhat – but purposeful movement will still suffice. Hit the (permanent) Gunner in the tower with a Sleep Dart, then transfer to the Stalking Zone near the top of the hill.

The key holder is a Captain, and he walks a clockwise patrol that takes him through the arches beneath the tower before he swings around to the west. There is also a soldier that circles the tower. From the Stalking Zone, wait for the Captain to approach, then whistle. If there are Gunners holding pirates hostage here, perform this from the very edge of the Captain's detection range (approximately 10m) to ensure that you do not disturb them, then lead the Captain to the far end of the Stalking Zone with a second whistle to avoid detection. These additional steps are not required if the ambient crew recruitment opportunity isn't active. Once you have the key, hit the Gunner in the tower with another Sleeping Dart (unless he's still out cold), then backtrack to the dock.

Move into the Stalking Zone to the left of the hut. There are four potential complications in the approach to the warehouse entrance: two Brutes walking short patrols on the north side to the door, a soldier to the west who views the doorway at one extent of his fairly long patrol, and a Gunner in the tower. Hit the Gunner with a Sleep Dart first, then emerge from the Stalking Zone and peer around the corner. Wait until the two Brutes are at the positions where their patrols (almost) converge, east of the tower. Now tranquilize them in quick succession. As long as you don't make a break for the door while the soldier to the west is nearby (check your mini-map!), you can sprint to claim your sizable reward.

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Side Quests

Naval Contracts

Completing these missions will lead to rewards ranging from 1,200R to 2,400R, depending on the difficulty of the contract, plus any cargo that you accumulate by boarding or sinking ships. If you need advice or information regarding naval combat or Jackdaw upgrades, don't forget to read our Naval Guide.

The order that we cover all Naval Contracts in this section follows that found in the Progress Tracker. Many of the missions are trivial with the penultimate tier of upgrades, and the challenges positively inconsequential once you have Elite fittings. However, this does not necessarily mean that you should leave them until later, and our advice is tailored to suit relatively low levels of Jackdaw enhancements. As it happens, Naval Contracts offer respectable cumulative sums of reales and quantities of cargo that can make a valuable contribution towards your efforts to raise funds for upgrades. Most missions are short, and free of complications – indeed, you usually don't even suffer Wanted Level increases for your actions against target vessels.

Naval Contract 01 – An Eye for an Eye

Mission Start: Fort Castillo de Jagua **Reward:** 1,800R **Objective:** Board the San Lorenzo.

Recommended Upgrades: Standard Heavy Shot Strength

Difficulty

Notes:

- After checking that there are no other Spanish ships around, approach the San Lorenzo and attack it with a heavy shot broadside.
- Circle her and launch another heavy shot broadside at her stern, following up with the swivel gun. Now focus on steering in a way that maintains you at a right angle to her stern: this will enable you to attack relentlessly without ever being exposed. Once the San Lorenzo is sufficiently weakened, board it to complete the contract.

Naval Contract 02 – The Law Of The Ocean

Mission Start: Fort Conttoyor **Reward:** 1,800R **Objective:** Board the Hercules.

Recommended Upgrades: Broadside Cannons – Intermediate Set

Difficulty

Notes:

- Moving at half sail and with good timing, you can unleash a broadside and swivel gun combination to each ship as you pass. This will rid you of all four gunboats immediately. With higher level hull upgrades, this isn't strictly necessary. A mortar barrage may suffice to eliminate the two more distant gunboats simultaneously.
- Use standard tactics, or let the Hercules begin a ram charge and counter it with fire barrell. Finish the mission by boarding the brig.

Naval Contract 03 – A Spanish Plague

Mission Start: Fort Eleuthera **Reward:** 1,200R **Objective:** Sink three Spanish gunboats.

Recommended Upgrades: -

Difficulty

Notes:

- Sinking three Spanish gunboats is an easy task, even with the default Jackdaw configuration.

Naval Contract 04 – Driftwood

Mission Start: Fort Cabo de Cruz **Reward:** 1,800R **Objective:** Loot 60 wood.

Recommended Upgrades: -

Difficulty

Notes:

- Schooners are the ideal target to complete this mission, and are commonplace in the north of the map. Use your spyglass to identify appropriate vessels. It should only take a handful of these ships for you to acquire the specified 60 units. Sail back to the fort to give the cargo to the merchant. If you already have the required sum when you begin, you can complete the contract immediately.

Naval Contract 05 – Silk On The Waves

Mission Start: Fort Gibara **Reward:** 1,200R **Objective:** Loot 30 cloth.

Recommended Upgrades: -

Difficulty

Notes:

- As with Naval Contract 04, schooners are the ideal target to complete this mission. Use your spyglass to identify the ones carrying cloth, then strike hard and fast. When you obtain the required amount of cloth, sail back to the fort to give the cargo to the merchant. If you already have the required cargo total before accepting the mission, you can hand it over immediately.

Naval Contract 06 – Contraband

Mission Start: Fort Chinchorro **Reward:** 2,400R **Objective:** Sink one Spanish frigate and two Spanish brigs.

Recommended Upgrades: Reinforced Hull Armor, Broadside Cannons – Reinforced Set, Reinforced Round Shot Strength, Reinforced Mortars

Difficulty

Notes:

- Try to find lone ships, though this strategy works even against small fleets. Approach your target with an angle from the front as shown here. Once at mid-range, use your mortar to weaken it from afar, and pin it down with chain shot.
- Get in close at full sail and ram into the ship. This can be achieved before the enemy vessel has the time to return fire even once.

  2

- Now circle the ship on her stern side, alternating between heavy shot and swivel gun follow-ups for a quick finish. You can then repeat the same strategy with the other ships.

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Naval Contract 07 – Private Escort

Mission Start: Fort Dry Tortuga **Reward:** 2,400R **Objective:** Protect the Neptuno.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Advanced Set, Advanced Round Shot Strength, Advanced Heavy Shot Strength, Reinforced Mortars

Difficulty

Notes:

- The first wave of enemies consists of two gunboats. Pin them down with chain shot and finish them off with the swivel guns, being careful not to hit the Neptuno. Stay close to your ally and wait for the second wave to come to you.
- The second wave consists of three gunboats. Take them down quickly with broadsides, focusing your shots with the targeting lines. Now position the Jackdaw between the Neptuno and the incoming third wave.
- The third wave consists of two brigs and two schooners. Quickly take down the brigs with a barrage of mortar shots from afar, and broadsides (ideally with heavy shot) at close range. The schooners should pose little threat on their own.

Naval Contract 08 – Blind Justice

Mission Start: Fort Navassa **Reward:** 1,800R **Objective:** Sink the British escort (three brigs) and board the man o' war.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Advanced Set, Advanced Round Shot Strength, Advanced Heavy Shot Strength, Reinforced Mortars

Difficulty

Notes:

- Circle the three brigs and exploit their blind spot to approach them from behind, without entering their detection range. Once in position at their sterns, stop the Jackdaw. Destroy them all quickly by alternating mortar shots and heavy shot broadsides – by the time they have turned to face you, they should all be destroyed or severely damaged.
- When the man o' war enters the stage, don't move for now. Instead, wait behind the tip of the island and use it as cover to cripple the man o' war with mortar fire (unless she attempts the same gambit immediately, in which case: press on with a more direct offensive). When the ship is in front of you, welcome it with intense heavy shot barrages, then steer along the coast to position the Jackdaw at the vessel's stern. A combination of mortar and heavy shot fire should then take her down.

Naval Contract 09 – The Final Contract

Mission Start: Fort Serranilla **Reward:** 2,400R **Objective:** Protect the Hollander.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Advanced Set, Advanced Round Shot Strength, Advanced Heavy Shot Strength, Reinforced Mortars

Difficulty

Note: This mission, as its name might suggest, is only available once you have completed all other Naval Contracts.
Notes:

- The first wave, already engaged in a fight against the Hollander, consists of two gunboats and two schooners. These pose little threat: sink them with combinations of broadsides and swivel gun shots, or chain shot and mortar fire.
- The second wave consists of a frigate and two brigs. Stay close to the Hollander, and welcome them with mortar barrages. Navigate at half sail to perform small circles around your ally.
- The third wave consists of two frigates and a man o' war. Open hostilities with mortar fire once they move within range. An aggressive approach can then be very effective. Sail directly towards the enemy fleet and unleash heavy shot barrages, aiming to sink each target in sequence to reduce the firepower ranged against the Jackdaw and the Hollander.

Naval Contract 10 – The Realities Of War

Mission Start: Fort Conttoyor **Reward:** 2,400R **Objective:** Sink the Spanish convoy.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Advanced Set, Advanced Round Shot Strength, Advanced Heavy Shot Strength, Reinforced Mortars

Difficulty

Notes:

- The presence of two allied ships makes this contract relatively easy. Whenever one of the two initial brigs is busy fighting and maneuvering around one of your allies, use the opportunity to steer close and launch perfect heavy shot broadsides.
- The second wave consists of two more brigs and a man o' war. Weaken them from afar with the mortar, but you can't afford to slow down here because of the man o' war's own ranged attack capability. Sail at full speed to circle your enemies, crippling them up close with heavy shot and swivel gun fire.

Naval Contract 11 – Hunter Gatherer

Mission Start: Fort Charlotte **Reward:** 2,400R **Objective:** Sink two Hunter ships.

Recommended Upgrades: Reinforced Hull Armor, Broadside Cannons – Intermediate Set, Standard Heavy Shot Strength

Difficulty

Notes:

- Technically, this is a simple naval battle against two Pirate Hunter ships. However, you have to raise your Wanted Level until Hunters are sent after you. The fastest way to achieve this is to engage and sink multiple ships in quick succession. Focus on schooners and gunboats for the fastest results (any area in the north of the map will suffice), as they pose no threat to you and can be destroyed almost instantly. Sail headlong towards them, pin them down with chain shot and ram into them for a quick finish. Repeat this until you are Wanted. From that point forwards, Hunter ships will be sent after you every eight-and-a-half minutes. However, note that moving to the second Wanted Level will cause a second set of Hunters to arrive almost immediately. Defeat them to complete the objectives.

Naval Contract 12 – Papers, Please

Mission Start: Fort Charlotte **Reward:** 2,400R **Objective:** Sink the HMS Courage.

Recommended Upgrades: Reinforced Hull Armor, Broadside Cannons – Reinforced Set, Advanced Heavy Shot Strength, Reinforced Mortars

Difficulty

Notes:

- Once you reach the HMS Courage's position, sail on the opposite side of the small sandbank, then bring the Jackdaw to a halt and turn to face your target. Open fire with your mortars when the ship is in the position illustrated here. This will force her to perform a long and slow U-turn, so keep weakening her with your mortar during the entire process. Start moving again the moment you are exposed to enemy mortar barrages.
- Now sail in the direction of the HMS Courage to engage her at very close range, which enables you to avoid her mortars. As with all men o' war, try to stay aligned with her stern where possible, using the withering heavy shot/swivel gun combination for maximum damage.

Naval Contract 13 – Weathering The Storm

Mission Start: Fort Punta Guarico **Reward:** 1,200R **Objective:** Sink the British Fleet.

Recommended Upgrades: Reinforced Hull Armor, Broadside Cannons – Reinforced Set, Reinforced Round Shot Strength, Reinforced Mortars

Difficulty

Notes:

- The enemy fleet is lined up as you enter the foggy area and a storm begins. Call for half sail – this will make it easier to navigate the turbulent waters, and your speed will lend itself well to the following strategy.
- Sail past the enemy vessels and keep a safe distance – somewhere between 200 and 250 meters. The objective is to keep all vessels within broadside range, but just out of range of their attacks. From the instant you are in position to hit the first ship, unleash a constant barrage of attacks, alternating between broadsides, swivel-gun shots and mortar barrages. This way, you can destroy or severely weaken all five ships in a single pass.

Naval Contract 14 – Smuggler's Den

Mission Start: Break the Spanish blockade. **Reward:** 2,400R **Objective:** Break the Spanish blockade.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Reinforced Set, Advanced Heavy Shot Strength, Reinforced Round Shot Strength, Reinforced Mortars

Difficulty

Notes:

- This mission takes place in a Restricted Area. The man o' war's detection range is represented by an orange circle on your mini-map. Enter this by sailing along the coast. As you reach the tip of the island, begin launching mortar rounds at the man o' war and steer in its direction.
- Once you are at a distance of approximately 200 meters, set to half sail and navigate in a straight line, parallel to the enemy fleet. Fire relentlessly, alternating between mortar barrages, heavy shot, and the swivel guns whenever you have the opportunity. Ignore the gunboats, as they will not pose any threat to you and are likely to be destroyed as collateral damage when you aim at the primary vessels.
- At the end of your straight line, you should have weakened the entire fleet and destroyed a few ships. Steer hard to the right and focus on the remaining vessels, using the same combination of weapons. If your ship's health bar is low, consider boarding a sufficiently weakened ship to repair the Jackdaw. Finishing off the man o' war should then be a mere formality. Note that any third-party ships that join the battle will continue their assault after the mission ends.

Naval Contract 15 – A Personal Matter

Mission Start: Fort Navassa **Reward:** 1,800R **Objective:** Sink the HMS Defiance.

Recommended Upgrades: Advanced Hull Armor, Broadside Cannons – Reinforced Set, Advanced Heavy Shot Strength

Difficulty

Notes:

- You have a single target in this mission, but there are other British ships in the vicinity – so you may wish to wait for troublesome vessels flying the same ensign to leave before you open hostilities. Use mortar fire to weaken the Defiance from outside her broadside range, then look for opportunities to sail towards her stern to unleash heavy shot barrages later in the battle.

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Side Quests

Legendary Ships

Legendary Ships first appear on the map from the start of Sequence 04. However, you will require most – if not all – Jackdaw upgrades before you can plausibly stand against any of them. They are designed as extremely high-level naval engagements that will last at least 10 minutes, with your opponents usually defined by their unparalleled firepower, speed, maneuverability and unique tactics.

The battles only begin once you move to approximately 500m of their position. However, note that you cannot Fast Travel once you sail within visual range of a Legendary Ship, even if you have yet to engage it in combat. If you should accidentally drift into their area of influence, use travel speed to put distance between you and their position. When you see the auto-save icon at the bottom of the screen, it should signify that the restriction has been lifted.

Don't neglect to pick up the floating cargo left behind by Legendary Ships once you have defeated them: this actually contains your reward payment! You can obtain 20,000 R for each of the four Legendary Ship battles. Destroying all four of them unlocks the Devil Of The Caribbean Achievement/Trophy.

Legendary Ships will not wander far from their starting position, and other ships – which the Jackdaw might plausibly board to repair – are extremely rare (if they appear at all). You can visit the Pause menu to return to a checkpoint just prior to the engagement if you wish, or sail out of range to cancel the engagement.

El Impoluto

Mission Start: Dry Tortuga zone (199,894)	**Enemy Ship:** Level 75 man o' war
Special Feature: Extremely high ram damage	**Health:** 52,000
Recommended Upgrades: All Elite upgrades	**Reward:** 20,000 R

Notes:

El Impoluto is very fast and will try to ram you again and again. Relying solely on mortar attacks and broadsides isn't an option here as it's difficult to match her speed. You need to move in close – and stay there – to be able to deal any significant amount of damage. When hostilities are initiated, perform a head-on approach at full speed. As soon as you are in range, hit the ship with chain shot and start steering to the left. The "stun" effect will prevent El Impoluto from ramming you. As your paths cross, deploy fire barrels directly onto her hull to start whittling away at her health bar.

Immediately steer to the right as the Legendary Ship will attempt to ram you again. Drop another set of fire barrels to cause damage, and she will start sailing away in the opposite direction.

Immediately stop the Jackdaw and steer as hard as you can in the direction of the fleeing vessel. As soon as you are broadly aligned, switch to full sail in her direction and use chain shot to slow her down. From this point forward, all you have to do is to remain on the ship's rear side, pinning it down constantly with your chase cannons, and ramming repeatedly into her stern. Don't forget to brace before every charge to avoid taking damage yourself. "Trapping" the El Impoluto in this manner not only depletes her health very quickly, but it also means that you are not exposed to any of her attacks. It's a little cheap… but it works.

La Dama Negra

Mission Start: Serranilla zone (289,67)	**Enemy Ship:** Level 75 man o' war
Special Feature: Armored hull and unmarked mortar shots	**Health:** 30,000
Recommended Upgrades: All Elite upgrades	**Reward:** 20,000 R

Notes:

La Dama Negra is a true fortress – this vessel's hull is reinforced to the point that it makes even your usually-powerful mortar useless in this battle. She does have one Achilles' heel, though: her stern (rear side) is weak. However, she also launches relentless mortar barrages that are not indicated by any marker, which means that you cannot remain behind her. Instead, you have to stay on the move at all times. An efficient approach, then, is to perform "raids" towards the vessel's stern. Start with a full sail approach from the rear and pin your target down with chain shot fire.

Ram at full speed into her stern. Don't forget to brace before the impact. Depending on the angle of your approach, you may – just may – have an opportunity to unload chain shot and attempt for a second ram. If this seems unlikely, skip to step .

With the Jackdaw stopped by the collision, immediately steer to the right to be perpendicular to your target, and unleash a heavy shot volley at her vulnerable stern – two if you can. This will deal tremendous damage. As soon as La Dama Negra is out of heavy shot range, switch back to full sail. In the event that you must sail through her broadsides, brace and pray.

You can now begin the same cycle anew, starting with a chain shot assault to slow down the ship; La Dama Negra can move surprisingly fast while sailing away from the Jackdaw.

HMS Prince

Mission Start: Navassa zone (900,67)	**Enemy Ship:** Level 75 man o' war
Special Feature: High speed and devastating mortars	**Health:** 50,000
Recommended Upgrades: Elite Hull Armor & Elite Ram	**Reward:** 20,000 R

Notes:

The HMS Prince is fast and will always try to remain far away from you, using her mortars to attack you from a distance. However, she will usually fire her mortar rounds ahead of you, as revealed by the yellow markers indicating the imminent zones of impact. Steer towards the ship and, the moment you see these yellow markers appear in front of you, adjust your course to avoid them.

Now realign the Jackdaw and sail at full speed towards your target, pinning her down with chain shot.

Ram into her and remain immobile, against the HMS Prince's stern. This position is extremely advantageous because she cannot use her mortars at point blank range. Briefly interrupt your chain shot barrage to let her sail away for a second or two, then "stun" her again with the chase cannons and ram into her at full speed. You can then repeat this technique until the Legendary Ship sinks, completely defenseless.

Note: If you have maxed-out the Jackdaw, it's possible to circle around the HMS Prince, just outside her broadside range, and pummel her with alternate broadside barrages and swivel gun precision shots. Though the Jackdaw will take terrible damage from mortar fire, you will usually prevail in this exchange.

The Brothers-In-Arms

Mission Start: Eleuthera zone (871,808)	**Enemy Ship:** Level 75 man o' war x2
Special Feature: Two Legendary Ships simultaneously	**Health:** 25,000 each
Recommended Upgrades: All Elite upgrades	**Reward:** 10,000R each

Notes:

The two vessels follow a fixed pattern: they sail in circles, one clockwise and the other counterclockwise. You could be tempted to try to circle them at all times to avoid being under fire of both ships simultaneously, but this leads to a fruitless war of attrition. Instead, an aggressive approach is far more effective. When hostilities commence, sail headlong towards both vessels: as soon as you are within range, fire chain shot to pin down one of the vessels, and ram into it at full speed, bracing just before the impact.

Remaining at full stop after the collision, quickly steer hard towards the vessel and "stun" it again with your chase cannons. This will enable you to approach her from her stern and perform a second ram charge.

From this point on, launch a constant barrage of chain shot on your target to prevent it from sailing away (especially as she is faster than the Jackdaw), and ram into her between each chain-shot volley. The best part of this process is that the other ship will wait at a distance while this plays out. Ignore her broadsides, they're a mere nuisance at range. After several collisions into your victim's rear side, she will inexorably sink without a chance to fight back.

This leaves you facing a single vessel now. However her behavior will change at this point, as she will start attempting to ram into the Jackdaw – which causes severe damage. Sail at full speed towards her. If you're lucky, you will approach her just off to one side, enabling you to immobilize her with chain shot and ram into her. You can then proceed as with the first ship – pinning her down constantly with your chase cannons, and crashing into her while you reload.

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Side Quests

Kenways Fleet

Unlocked early in Sequence 04, Kenway's Fleet can become a great source of reales for those who decide to invest a little time in this online-only metagame. To access the Kenway's Fleet interface, simply visit the captain's cabin, below the Jackdaw's wheel, and interact with the map laid on the table. You can alternatively use a second screen with a companion app (iOS or Android) and access the metagame whenever you please. Stripped to its very essence, it consists of three main steps:

1. In the main game, you attack and board ships, and then send them to Kenway's Fleet using the corresponding entry on the post-boarding screen.
2. From the Kenway's Fleet's interface, you manage your vessels, conquer trading routes via ship battles, and then complete trading missions on the routes you secure. Every time you succeed, you receive rewards in reales, which are transferred to the main game.
3. Back in the main game, you can use the reales from Kenway's Fleet to upgrade the Jackdaw, and therefore plunder enemy vessels of higher ranks (including frigates and men o' war). With their higher cargo capacities and superior battle statistics, these will give you access to more advanced missions – a virtuous circle.

Your Fleet

Every ship that you can board in the open world has a specific level, which you can establish using the spyglass. For each type of vessel (schooner, brig, frigate, man o' war), there are three possible level values. The ship level defines its attributes (see "Ship Attributes" table).

In the Kenway's Fleet metagame, each ship requires a dock where it is stationed between missions. You begin with four docks at your disposal, meaning that you can have a fleet of up to four ships. Further berths must be purchased with gemstones (see "Resources"): Docks 5, 6, 7, 8, 9, 10, 11, 12, 13, 14 and 15 can be yours for 20, 50, 80, 120, 200, 350, 600, 1,000, 2,000, 3,000 and 5,000 gemstones respectively.

Resources

There are three types of resources that are used in the Kenway's Fleet metagame. As a general rule of thumb, the further away a mission takes place, and the more dangerous the route is, the greater the quantities of resources you will earn.

- **Gemstones** are the currency of the system. They're required both to repair your ships, and to unlock new docks to expand your fleet. To obtain gemstones you must either salvage one of your ships (see the "Ship Attributes" table), or complete ship battles.
- **Cargo** represents the resources that you deliver during trading missions. There are five types: rice, tobacco, cocoa, wine and olive oil. You can obtain cargo by completing ship battles.
- **Fire barrels** are special weapons that you can use during ship battles to give you the edge when things look grim. Their impact is massive on most enemy ships.

Ship Battles

Ship battles have three functions in the game:

- They unlock new trading routes on your naval map, and enable you to secure the existing routes (see "Route Danger Ranks" table) and thus raise your odds of success in the trading missions.
- They reward you with gemstones, which can be used to either acquire new docks to expand your fleet, or to repair your current ships.
- They provide you with the five types of cargo required in trading missions.

After selecting an initial candidate for a ship battle, a percentage shows your current Odds of Success. If it is less than 100%, you can increase it by selecting additional ships and/or by repairing damaged vessels. Unless you are willing to gamble, you should only attempt missions with a 100% rating. If you cannot reach this level of safety with the ships currently at your disposal, note that you can cancel the battle by pressing the Map Button. Feel free to restart the same ship battle, though: enemy vessels sent against you are generated randomly every time. There are three key attributes that govern the outcome of each battle.

- **Speed:** The vessel's maneuverability. The ship that you position in the top row enjoys a +10 speed bonus. Ideally, you should always ensure that the total speed value of your ship in this slot is higher than that of the fastest enemy vessel. This way, you will strike first and delay your opponents' attacks.
- **Firepower:** The vessel's damage output. The ship that you position in the middle row enjoys a +5 firepower bonus.
- **Health:** The amount of damage the vessel can withstand. The ship that you position in the bottom row enjoys a +5% health bonus – use this to boost the durability of your sturdiest ship.

Frigates offer a very solid compromise in all three stats, making them perfectly suited for most ship battles. There are a number of prime frigate-hunting sites in the Caribbean, including New Bone and the waters surrounding Cayman Sound.

Trading Missions

Trading missions give you the opportunity to turn the resources gathered in ship battles into reales. Each mission involves sending a vessel from your fleet loaded with specific quantities of cargo to a given destination. Every mission has characteristics that depend on its destination.

- **Travel Time:** The base real-world time (hh:mm) necessary to complete the mission. This can be shortened depending on the ship category (see "Travel Time Reduction" in the "Ship Attributes" table).
- **Cooldown:** The real-world time (hh:mm) before a mission can be completed again.
- **Cargo & Cargo Space:** This shows you what type of cargo is required for each mission, and in what amount – a critical factor, as you need a ship with a maximum cargo space at least as high as the given number. In the "Trading Missions" table, all capacity values highlighted in **green** only require small vessels (schooners and brigs), which are easily available to you from the start. Cargo space values marked in **orange** require frigates, and those in **red** require men o' war – both ship types being harder to defeat and board in the main game until you have a well-upgraded Jackdaw. We have highlighted all destinations with this color code to give you an indication of when you can reasonably hope to unlock them.
- **Rewards:** You obtain a fixed sum in reales every time you complete a mission, and – where applicable – a one-time special reward (anything from a Treasure Map to a cosmetic upgrade). Certain missions also unlock new destinations that you can reach, and therefore new potential missions to complete.

Ship Attributes

Ship Type			Ship Battle Attributes	Trading Mission Attributes								
Ship Level	Found in	Speed	Firepower	Health	Max Repair Cost (Gemstones)	Attack Cooldown Seconds)	Cargo Capacity	Odds of Success Bonus	Travel Time Reduction	Salvage (Gems)	Advantages	Dra
Schooner	4	North Caribbean	63	12	27	27	2.35	15	0%	27%	135	Fast effic low- trad miss
	8		66	14	29	29	2.18	15	3%	29%	143	
	11	South Caribbean	70	15	30	30	2.00	20	5%	30%	150	
Brig	17	North Caribbean	54	23	45	45	2.80	25	10%	18%	225	The rour this and sour gem
	20	Navassa and Conttoyor zones	50	24	48	48	3.00	30	12%	19%	238	
	25	Chinchorro and Charlotte zones	60	25	50	50	2.50	35	15%	20%	250	
Frigate	23	Punta Guarico, Castillo de Jagua and Serranilla zones	45	32	63	63	3.25	40	40%	9%	315	Very effic ship high capa
	29	Navassa and Charlotte zones	47	33	67	67	3.13	50	40%	10%	333	
	38	Chinchorro zone	50	35	70	70	3.00	60	40%	10%	350	
Man o' war	36	Charlotte zone	9	63	135	135	5.05	70	55%	0%	675	Extr robu batt the opti trad miss
	49	Serranilla zone	20	67	143	143	4.50	80	55%	0%	713	
	60	At maximum Wanted level, during certain side quests, or in fixed locations (such as New Bone)	30	70	150	150	4.00	90	55%	0%	750	

TRADING MISSIONS

Region	Mission Name	Destination	Travel Time (hh:mm)	Cooldown (hh:mm)	Cargo 1 (Units)	Cargo 2 (Units)	Cargo Space	Reward (R)	Reward	Unlo
Southern British Colonies	First Business	St Augustine	0:03	0:18	Wine	5	-	-	5	50
	The Sail Mates	Jamestown	0:03	0:21	Tobacco	5	-	-	5	75
	American Dreams	Charles-Towne	0:05	0:30	Tobacco	3	Wine	5	8	100
	New Horizon	Charles-Towne	0:05	0:30	Tobacco	5	-	-	5	100
Gulf of Mexico	The General Store	New Orleans	0:18	1:48	Tobacco	10	-	-	10	200
	Diplomacy I	Pensacola	0:09	0:54	Wine	15	-	-	15	150
	A Good Deed	Pensacola	0:09	0:54	Tobacco	5	-	-	5	100
	Diplomacy II	Veracruz	0:30	3:00	Wine	20	-	-	20	400
	Fortune's Flavor	Veracruz	0:30	3:00	Tobacco	15	-	-	15	300
South Atlantic	A Feast Of Riches	Rio de Janeiro	8:00	16:00	Rice	5	Wine	10	15	1,100
	Outlaws III	Rio de Janeiro	8:00	16:00	Tobacco	20	-	-	20	1,200
	Diplomacy III	Monte Video	10:00	20:00	Tobacco	10	-	-	10	1,300
	Brethren Of The Coast I	Monte Video	10:00	20:00	Wine	20	-	-	20	1,400
	To The South	Salvador	5:00	10:00	Wine	10	Cocoa	5	15	800
	Good Works	Salvador	5:00	10:00	Rice	25	-	-	25	900
	The Big Smoke	Salvador	5:00	10:00	Tobacco	30	-	-	30	1,000
Eastern British Colonies	Taste Of Money	Boston	5:00	10:00	Tobacco	15	-	-	15	800
	The Empty Cellar	Boston	5:00	10:00	Wine	25	-	-	25	900
	Secret Medicine	New York	4:00	8:00	Olive oil	5	-	-	5	600
	New Partners	New York	4:00	8:00	Rice	20	-	-	20	700
	Save The Children	Philadelphia	3:00	6:00	Rice	15	-	-	15	600
	Emerging Opportunities	Philadelphia	3:00	6:00	Cocoa	5	Tobacco	20	25	800
North Africa	A Popular Stop	Canary Islands	6:00	12:00	Olive oil	10	-	-	10	1,100
	Feeding The Fathers	Canary Islands	6:00	12:00	Rice	15	Wine	20	35	1,200
	The Sweet Tooth	Canary Islands	6:00	12:00	Cocoa	15	-	-	15	1,000
	The Cook's Order	Casablanca	10:00	20:00	Wine	25	Tobacco	20	45	1,8undw
	The Famous Stew	Casablanca	10:00	20:00	Olive oil	5	Rice	30	35	1,800
	The Musicians	Agadir	8:00	16:00	Rice	20	Tobacco	20	40	1,500
	Before The Storm	Agadir	8:00	16:00	Wine	30	-	-	30	1,300
Portugal	New Trading Posts	Oporto	15:00	6:00	Rice	30	Olive oil	10	40	2,500
	The Old Man's Order	Oporto	15:00	6:00	Tobacco	35	-	-	35	2,200
	Cursed Night	Lisbon	12:00	0:00	Wine	40	-	-	40	1,900
	Do No Harm	Lisbon	12:00	0:00	Cocoa	15	-	-	15	1,700
Eastern Canada	Promises To Keep	St John's	8:00	16:00	Wine	30	Rice	25	55	1,700
	The Lost Expedition I	St John's	8:00	16:00	Tobacco	45	-	-	45	1,600
	Scarlatina	St John's	8:00	16:00	Cocoa	20	-	-	20	1,400
	The Lost Expedition II	Annapolis Royal	6:00	12:00	Rice	45	-	-	45	1,300
	Old Partners	Annapolis Royal	6:00	12:00	Tobacco	30	Olive oil	15	45	1,700
	Break Of Dawn II	Quebec	10:00	20:00	Rice	30	Olive oil	15	45	2,200
	The Lost Expedition III	Quebec	10:00	20:00	Wine	40	-	-	40	1,700
Cape Verde	An Old Frenchman	Dakar	10:00	20:00	Tobacco	30	-	-	30	1,600
	Meet The Tributes I	Ziguinchor	12:00	0:00	Cocoa	40	-	-	40	2,300
	Giant Appetites	Bissau	0:00	0:00	Wine	30	Tobacco	20	50	3,400
	Meet the Tributes II	Bissau	0:00	0:00	Rice	50	-	-	50	3,400
South Africa	A Promise Of Profit	Luanda	10:00	20:00	Rice	45	-	-	45	1,800
	The Eager Hunters	Luanda	10:00	20:00	Wine	30	Tobacco	40	70	2,200
	Door To Europe	Benguelas	18:00	12:00	Wine	30	-	-	30	2,400
	Table Bay's Luck	Cape Town	12:00	0:00	Cocoa	40	-	-	40	5,000
	New Economic Hub	Cape Town	12:00	0:00	Olive oil	30	-	-	30	5,200
Bay of Biscay	Alliance I	St-Malo	18:00	12:00	Tobacco	50	-	-	50	2,700
	Hungry Corsairs	St-Malo	18:00	12:00	Rice	30	Wine	40	70	3,000
	The Corsairs' Request	St-Malo	18:00	12:00	Cocoa	40	-	-	40	3,000
	Alliance II	Brest	10:00	20:00	Rice	60	-	-	60	2,000
	Sweet Broth	Brest	10:00	20:00	Olive oil	10	-	-	10	1,500
	A Sweet Journey	Brest	10:00	20:00	Cocoa	20	-	-	20	1,600
	Successful Atlantic	La Rochelle	12:00	0:00	Cocoa	45	-	-	45	2,400
North West Europe	Homeward Bound	Bristol	12:00	0:00	Rice	75	-	-	75	2,400
	A Worthy Trip	Bristol	12:00	0:00	Wine	60	-	-	60	2,200
	Welcoming the Irish	Bristol	12:00	0:00	Tobacco	30	Cocoa	20	50	1,800
	A New Cathedral	London	0:00	0:00	Wine	75	-	-	75	3,800
	The Poet	London	0:00	0:00	Tobacco	60	-	-	60	3,500
	The Great Plague	London	0:00	0:00	Rice	60	-	-	60	3,500
	A Piece Of The Action	Galway	18:00	12:00	Tobacco	75	-	-	75	3,100
	A Long Voyage	Galway	18:00	12:00	Cocoa	50	-	-	50	3,200
Mediterranean Sea	Great Reputation I	Gibraltar	18:00	12:00	Wine	80	-	-	80	3,200
	Being Mad	Gibraltar	18:00	12:00	Rice	40	Tobacco	40	80	3,200
	Great Reputation II	Barcelona	0:00	0:00	Rice	70	-	-	70	3,700
	The Catalans	Barcelona	0:00	0:00	Olive oil	30	-	-	30	3,800
	The Smokers	Barcelona	0:00	0:00	Wine	70	-	-	70	3,700
	Great Reputation III	Marseille	12:00	0:00	Tobacco	80	-	-	80	5,200
	A New Medicine	Marseille	12:00	0:00	Cocoa	50	-	-	50	5,200

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Side Quests

Abstergo Entertainment

Collectibles and Points of Interest

Hacking

Sphere Puzzles

In this puzzle type, you must move the blue "data" avatar to reach one of the two green lines on the sphere, which are "infinite loops": lines where it is impossible to change direction once movement begins. At that point, you only need move along the axis of the green line to complete the puzzle. Press to read the in-game tutorial at any time. The controls are simple: use to move the data and to rotate the sphere. You can also press to leave the workstation. This resets the puzzle to its original state. Each one of these challenges can be completed in a variety of ways, though our solutions focus on speed and efficiency.

Prime Number Puzzles

If you wish to complete these mathematical challenges without assistance, note that there are a variety of rules that you can use to determine some of the digits in the solution with certainty:

- If the last digit is even then at least one of the multipliers is 2.
- If the last digit is odd then 2 isn't part of the solution.
- If the last digit of your sum is 5 then at least one of the multipliers is 5.
- If the last digit of your sum is 0 then at least one of the multipliers is 5 and at least one is 2.
- If the sum of all digits is divisible by 3 then at least one of the multipliers is 3.
- If the sum of all digits is not divisible by 3 then 3 isn't part of the solution.
- If the sum of all digits is divisible by 9 then at least two of the multipliers are 3.

Once you apply these rules and are only missing one or two digits, the gap between your current result and the target number gives you an indication of the missing numbers. For example, if there's a really big difference, you might reasonably assume that there is a 7 in the solution.

Data Stream Puzzles

These "old school" arcade challenges can't be solved with words, alas, but we can offer the following simple tips:

- The hit-box of the circle that represents the data is perhaps a little larger than you might suspect. Players accustomed to fast-moving action games are advised to aim for the center of each security hole, rather than instinctively move at the precise moment when a flawless transfer appears possible.
- Don't rush. Take the time to study a course and observe individual steps before you begin.
- In early challenges, you can usually allow the data circle to move over the boundaries at the top and bottom of the play area – they will "loop" to the opposite end. This is not possible when horizontal red security barriers are present in more advanced challenges, however.
- If you become frustrated by a particular challenge, take a quick break: it often makes a world of difference.

Solutions

Hacking Puzzle Solutions

#	Puzzle Type	Solution	Reward
	Sphere	, , , , and either or	Post-Mortem Report: Subject 17**
	Prime Number	2-5-7	SEC-01: CCO Office**
	Data Stream	-	Email Thread: "RE: Potential Time Periods?"**
	Sphere	, , , , , , and either or	"Subject Zero" – Audio File 3
	Sphere	, , , , and either or	"Subject Zero" – Audio File 1
	Sphere	, , , , , , and either or	"Divine Science" Presentation
	Sphere	, , , , , , , , and either or	Early Animus Prototypes (THE MEMORIUM S-2000 ABS LOG)
	Sphere	, , , , and either or	Security Systems Presentation
	Sphere	, , , , , , , , and either or	Crypto-History: Artifacts (Antiktheria Mechanism)
	Data Stream	-	Market Analysis: E. Auditore
	Sphere	, , , , , , , , and either or	"Hidden Secrets" Ad Concept
	Sphere	, , , and either or	Market Analysis: A. Ibn La'Ahad
	Sphere	, , and either or	Great Minds In History, Commission 3
	Sphere	, , , , and either or	Desmond Pack
	Data Stream	-	"Subject Zero" – Audio File 4
	Data Stream	-	Subject 17 – Memo 2
	Sphere	, , and either or	Subject 17 – Memo 3
	Sphere	, , , , and either or	Great Minds In History, Commission 2
	Data Stream	-	Subject 17 – Recovered Media
	Data Stream	-	Subject 17 – Memo 1
	Data Stream	-	Crypto-History: Locations
	Prime Number*	7-7-3-2-7	Market Analysis: C. Kenway
	Prime Number	7-3-3-2	Access: Work Area – Camera 1-4
	Data Stream	-	From The Journals Of Edward James Kenway
	Prime Number*	7-7-3-7-7	Great Minds In History, Commission 4
	Prime Number*	7-7-7-2-2	"Subject Zero" – Audio File 5
	Prime Number	3-3-5-7	Access: Lobby – Camera 1
	Data Stream	-	Subject 1 – Interview Session
	Data Stream	-	"Divine Science" Video
	Sphere	, , , , , and either or	Subject 17 – Memo 4
	Sphere	, , , , , , and either or	CONFIDENTIAL – Chat Log
	Prime Number	7-3-5-7	Access: SEC-01: Server Room Entrance / Bunker – Camera 1**
	Sphere	, , , , , , , , , , , , , and either or	Abstergo Pack
	Sphere	, , , , , , and or	"Subject Zero" – Audio File 2
	Sphere	, , , , , , , and either or	Great Minds In History, Commission 1
	Prime Number*	7-3-7-7	Age of Cutthroats**

* This puzzle is followed by a Data Stream challenge upon completion.

** This puzzle is mandatory, and is completed during the events of the main storyline.

Figurines

As you progress in the main storyline and play the various Present Day sections of the game, you will notice that the shelves in your Animus cubicle are gradually filled with figurines of Assassin's Creed IV's key protagonists. The following table reveals how to unlock all of them.

Figurine Unlock Conditions

Challenges Completed	Reward
Edward Kenway Figurine	Complete Sequence 01.
James Kidd Figurine	Complete Sequence 04.
Loreano Torres Figurine	Complete Sequence 02.
Calico Jack Figurine	Complete Sequence 03.
Laurens Prins Figurine	Complete Sequence 05.
Stede Bonnet Figurine	Complete Sequence 06.
Charles Vane Figurine	Complete Sequence 07.
Blackbeard Figurine	Complete Sequence 08.
Bartholomew "Black Bart" Roberts Figurine	Complete Sequence 09.
Benjamin Hornigold Figurine	Complete Sequence 10.
Anne Bonny Figurine	Complete Sequence 11.
Woodes Rogers Figurine	Complete Sequence 12.
Gentleman Edward Figurine	Complete Sequence 13.
Templar Armor Figurine	Complete all Templar Hunts and obtain the Templar Armor.
Mayan Armor Figurine	Find all Mayan Stones and obtain the Mayan Outfit.
The Rebel Figurine	Complete 20 Multiplayer sessions with the Rebel character.
Lady Black Figurine	Complete 20 Multiplayer sessions with the Lady Black character.
The Mercenary Figurine	Complete 20 Multiplayer sessions with the Mercenary character.
The Duellist Figurine	Complete 20 Multiplayer sessions with the Duellist character.

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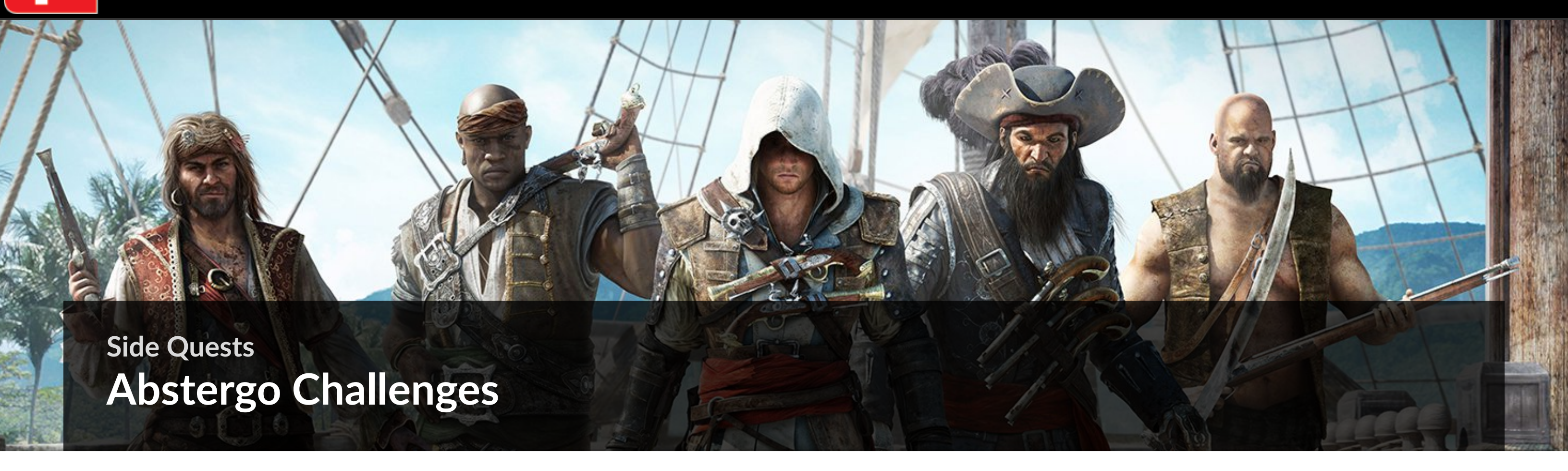

Side Quests

Abstergo Challenges

Completing Abstergo Challenges incrementally unlocks cheats, as well as Portraits, Emblems and Titles for the Multiplayer mode. You can find out more about the effects of Cheats in the Secrets chapter.

Challenges Completed	Reward
5	Multiplayer Portrait #1
10	Cheat #1: Celestial Navigation
15	Multiplayer Emblem #1
20	Cheat #2: Arrr Matey!
25	Multiplayer Portrait #2
30	Cheat #3: No Quarter
35	Multiplayer Emblem #2
40	Cheat #4: Scourge of the Seven Seas
45	Multiplayer Portrait #3
50	Cheat #5: Loaded to the Gunwale
55	Multiplayer Emblem #3
60	Cheat #6: Poseidon's Will
65	Multiplayer Portrait #4
70	Cheat #7: Dead Men Tell no Tales
75	Multiplayer Emblem #4
80	Cheat #8: Shiver Me Timbers!
85	Multiplayer Portrait #5
90	Cheat #9: Armed to the Teeth
95	Multiplayer Emblem #5
100	Cheat #10: Deceased Crew
100	Multiplayer Title #1

Assassin

Category	Challenge
	Synchronize 5 Viewpoints
	Perform 10 assassinations
	Perform 10 air assassinations
	Kill 10 enemies from hiding places
	Complete 3 Assassin Contracts
	Dive into water from a height of 45 meters (this can be achieved from the top of the fortress in Nassau, or from the Viewpoint in Misteriosa)
	Climb for a total of 500 meters
	Perform 5 double assassinations
	Perform 10 escapes from open conflict by using blending or hiding
	Poison 10 enemies with the Blowpipe
	Complete the first set of Assassin Contracts
	Hang 5 enemies using the Rope Dart
	Swim for a total of 2 nmi (nautical miles)
	Have 10 enemies killed by another berserk guard
	Complete all Assassin Contracts

Pirate

Category	Challenge
	Buy 3 ship upgrades
	Sink a ship using the swivel gun
	Capture 3 ships
	Plunder 3 warehouses
	Reset your wanted level by bribing a local officer
	Drink 5 glasses of rum in taverns
	Complete 3 naval contracts
	Plunder a smuggler's den
	Capture 5 forts
	Defeat 5 ships you previously tagged
	Sink a ship by ramming it
	Sink a Level 3 hunter patrol
	Unlock 5 taverns
	Sail a total distance of 100 nmi (nautical miles)
	Own 5 different figureheads
	Defeat 3 men o' war
	Plunder 3 warehouses without triggering an alarm bell
	Defeat a Legendary Ship
	Total distance of 300 nmi by sailing
	Plunder all smuggler's dens

Explorer

Category	Challenge
	Collect 10 Animus Fragments ()
	Solve 3 Mayan Stela puzzles ()
	Explore 3 underwater shipwrecks
	Loot 10 underwater chests
	Collect a Treasure Map
	Loot all underwater chests
	Collect 50 Animus Fragments
	Collect 5 song sheets ()
	Collect 5 letters ()
	Collect 5 Manuscript Pages ()
	Visit 15 different locations
	Collect all 200 Animus Fragments
	Survive 10 shark attacks
	Synchronize all Viewpoints
	Solve all Mayan Stela puzzles
	Explore all underwater shipwrecks

Fighter

Category	Challenge
	Disarm 5 enemies
	Achieve a 3-enemy Kill Streak
	Kill 5 captains
	Kill 5 enemies with a headshot
	Kill 5 enemies affected by a Smoke Bomb within 10 seconds
	Achieve a 5-enemy Kill Streak
	Kill an enemy with every type of weapon
	Kill 30 enemies with a headshot
	Kill 4 enemies in a row using the gold pistols
	Achieve a 7-enemy Kill Streak
	Disarm and kill 3 Scouts with their own weapon
	Kill 15 enemies with the Rope Dart

Hunter

Category	Challenge
	Skin 5 animals
	Pet 5 dogs
	Kill 2 crocodiles
	Kill 2 monkeys
	Kill an ocelot with the Hidden Blade
	Skin 15 animals
	Kill 10 animals with the Blowpipe
	Kill 5 animals with the Rope Dart
	Harpoon and kill 5 sea animals
	Craft 5 upgrades for Kenway
	Kill a white jaguar
	Kill a red howler monkey
	Craft all upgrades for Kenway
	Skin every species of animal
	Harpoon and kill each type of sea animal

Golden Boy

Category	Challenge
	Pickpocket 200R
	Loot 10 bodies
	Possess 5,000R
	Sell a total of 500 cargo to a harbormaster
	Hire 5 groups of dancers
	Free a trading route using Kenway's Fleet
	Complete 25 trading missions in Kenway's Fleet
	Buy 5 hideout upgrades
	Spend 50,000R
	Win each minigame once
	Acquire 10 ship models for your hideout collection
	Buy all hideout upgrades
	Win 2,000R at the minigames
	Possess 100,000R
	Unlock all Kenway's Fleet destinations

Simulation

Category	Challenge
	Get 25% total Synchronization
	Share 3 social chest locations
	Share 3 royal convoy locations
	Share 3 white whale locations
	Get 50% total Synchronization
	Get 75% total Synchronization
	Get 100% total Synchronization

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Side Quests

Aveline Missions

These missions are exclusive to the PlayStation 3 and PlayStation 4 versions of Assassin's Creed IV. You can access them directly from the Main Menu.

Memory 01: Run along the linear path until you reach the construction site. Follow the route pictured here until you arrive at two guards attacking a slave. Dispatch them both.

Follow the path until you reach a clearing. Use the log to your left to perform a Leap of Faith into the pile of hay below. Assassinate the nearby guard from your hiding spot, then make your way towards the prisoners from the cover of the Stalking Zones. Quietly double assassinate the two guards by the bell (and any others in your way), then free the captives. You can now move east towards the next search zone.

Moving back to your starting point at the top of the clearing, use the free run route through trees pictured here. After making sure that no one is looking in your direction, double assassinate the two Brutes and free the prisoners. You can hide in the nearby Stalking Zone if a patrolling guard approaches your position.

For the final search zone, feel free to trigger open conflict and dispatch all the guards. If you absolutely want to opt for a stealth approach, use the free run route pictured here and enter the zone from a small opening in the fence. Assassinate the guard by the bell from the hay cart, then retrace your steps. Go through the main entrance and sprint to the other hay cart when the way is clear. Assassinate the patrolling guard from here, then whistle to lure the other one and kill him in the same fashion. When the nearby rooftop sentry looks away, you can free the prisoners just a few steps away. After the cutscene, just sprint towards the waypoint, ignoring all guards. Once the chase begins, free run on the tree to your left and sprint after your target until you can leap and tackle him, or beat him in a straight fight. The way to the fort via the trees is then entirely linear.

Memory 02: Though you can opt for brute force, the route pictured here will enable you to easily reach the tunnel entrance. Simply make sure you only move in the open while all nearby guards are looking away. The underground section that follows poses no major difficulties. As the enemies you will encounter on the way are mostly of the basic soldier archetype, feel free to dispatch all those that spot you as you move along.

Follow the path shown here to reach the other side of the fort undetected.

For the jail approach, kill the guard by the alarm bell, then jump to the nearby rooftop via the crates. Perform a Leap of Faith into the pile of hay below and assassinate the closest guard as he walks next to you. You can then run to the jail entrance, or whistle from the hay cart to eliminate the other guard. Once inside, take down the two soldiers to trigger a cinematic.

When play resumes, use the ladder to your right to reach a small balcony, and sprint after your target. The fort's guards will mostly focus on her so simply ignore them. Once you catch up with Patience, quickly defeat all opponents. Be sure to prioritize those threatening her directly. After another short sprint to stop her, you will complete the mission.

Memory 03: Free run along the corridor until you reach a room with a high ceiling. Follow the climbing path pictured here to make your way to the exit.

After another corridor section and a brief cutscene, you get a chance to double air assassinate guards below your position. You will then reach the room shown here. Follow the annotated path, traverse towards the right on the thin wooden beam until Aveline automatically jumps, then air assassinate at least one target. The survivor(s) will then be a mere formality. Run down the next corridor until a cutscene is triggered. You cannot use the same path as Patience during the chase, so free run on the course to your right, making sure you assassinate all the Gunners you encounter; if you are not making good time and they are poised to shoot, a pistol shot will suffice. At the end of this sequence of events, you must fight a handful of opponents, including Brutes: use the Break Defense move twice and then finish them while they lie prone. Interact with the lever to open the gate and jump on the crates to your right to meet Patience on the other side.

When you reach the tower, climb the counterweight ( ) and traverse to the left. Run along the circular corridor ( ) until you emerge on the other side of the tower ( ). Jump via the hanging platform to the small room with the lever ( ). Activating it raises the platform Patience stands on, and lowers a second counterweight. Leap to the hanging platform again ( ) and climb the counterweight all the way up to the exit.

At the top of the tower, climb the planks on the wall to reach the outer ledge. Free run on the wooden platforms and climb the wall, as pictured here. Traverse through the large hole in the wall, then follow the only possible path around the tower. Once you go through the window, sprint towards the doctor and assassinate him to complete the mission.